

Daftar Pustaka

- [1] Rahayu, S., Wulandari, B.A. and Ali, M.. 2023. Pengembangan Modul Matematika sebagai Penunjang Pembelajaran secara Online untuk Siswa SMK yang Melaksanakan Prakerin (Praktek Kerja Industri). *Jurnal Ilmiah Universitas Batanghari Jambi*. 23(1), pp.786-791. doi: 10.33087/jiubj.v23i1.3303.
- [2] Ananda, E.R. and Wandini, R.R.. 2022. Analisis Perspektif Guru dalam Mengatasi Kesulitan Belajar Siswa pada Pembelajaran Matematika Sekolah Dasar. *Jurnal Basicedu*. 6(3), pp.4173-4181. doi: 10.31004/basicedu.v6i3.2773.
- [3] Diana, P., Marethi, I. and Pamungkas, A.S.. 2020. Kemampuan Pemahaman Konsep Matematis Siswa: Ditinjau dari Kategori Kecemasan Matematik. *SJME (Supremum Journal of Mathematics Education)*. 4(1), p. 24. doi: <https://doi.org/10.35706/sjme.v4i1.2033>.
- [4] Florensia, J. and Suryadibrata, A.. 2023. 7-Day Math: A Mobile Visual Novel Game for Mathematics Education. *International Journal of Interactive Mobile Technologies*. 17(6). pp. 197-205.
- [5] Khotimah, H., Supena, A. and Hidayat, N.. 2019. Meningkatkan attensi belajar siswa kelas awal melalui media visual. *Jurnal Pendidikan Anak*. 8(1), pp.17-28. doi: 10.21831/jpa.v8i1.22657.
- [6] Wahyudi, F.M.F. and Handayani, P.. 2023. ANALISA USEBILITY DESAIN USER INTERFACE PADA APLIKASI TOKOPEDIA MENGGUNAKAN METODE HEURISTICS EVALUATION. *METHODIKA: Jurnal Teknik Informatika dan Sistem Informasi*. 9(1), pp.41-44. doi: 10.46880/mtk.v9i1.1625.
- [7] Interaction Design Foundation - IxDF. "What is Prototyping?" Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/prototyping> [Accessed 10 January 2024].
- [8] Awaliyah, K.N.I., Martha, A.S.D. and Effendy, V.. 2022. User Interface Modeling for Basic English Learning Applications using the Child-Centered Design Method. *Journal of Information System Research (JOSH)*. 4(1), pp.25-32. doi: 10.47065/josh.v4i1.2225.
- [9] Brooke, J.. 1996. SUS-A quick and dirty usability scale. *Usability evaluation in industry*. 189(194), pp.4-7.
- [10] Sufandi, U.U., Trihapningsari, D. and Mellysa, W.. 2022. Peluang Penelitian UI/UX pada Pengembangan Aplikasi Mobile: Systematic Literature Review. *Techno. Com*. 21(3), pp.411-433. doi: 10.33633/tc.v21i3.6059.

- [11] Buana, W. and Sari, B.N.. 2022. Analisis User Interface Meningkatkan Pengalaman Pengguna Menggunakan Usability Testing pada Aplikasi Android Course. *DoubleClick: Journal of Computer and Information Technology*. 5(2), pp.91-97. doi: 10.25273/doubleclick.v5i2.11669.
- [12] Ariyani, N.. 2020. User Experience Game Edukasi Menggunakan Metode Child Centered Design (Studi Kasus Game Petualangan Doni). [Online] Available at: <https://dSPACE.uui.ac.id/handle/123456789/28418> [Accessed 14 May 2023].
- [13] “What is Usability?”. The Interaction Design Foundation. [Online] Available at: <https://www.interaction-design.org/literature/topics/usability> [Accessed 14 May 2023].
- [14] Sauro, J., PhD. Measuring Usability with the System Usability Scale (SUS) – MeasuringU. [Online] Available at: <https://measuringu.com/sus/> [Accessed 15 May 2023].
- [15] Bangor, A., Kortum, P., & Miller, J. 2009. Determining what individual SUS scores mean: adding an adjective rating scale. *Journal of Usability Studies Archive*. 4(3), 114–123.
http://uxpajournal.org/wp-content/uploads/pdf/JUS_Bangor_May2009.pdf.
- [16] Jakob N. 2012. Usability 101: Introduction to Usability. Nielsen Norman Group. [Online] Available at: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/> [Accessed 15 May 2023].
- [17] Purnamasari, A.I. and Setiawan, A., 2021. Evaluasi Usability Pada Aplikasi Pembelajaran Tari Menggunakan System Usability Scale (SUS). *Jurnal ICT: Information Communication & Technology*, 19(2), pp.70-75.
- [18] Syahnur, E.A., Hibrizi, M.N.F., Panjaitan, M.A. and Ikhwan, A., 2022. Perancangan user interface multimedia interaktif game puzzle berbasis software macromedia flash 8 sebagai media edukasi pembelajaran siswa sekolah dasar. *Jurnal Pendidikan, Sains Dan Teknologi*, 1(2), pp.320-326.
- [19] Dondio, P., Gusev, V., & Rocha, M. 2023. Do games reduce maths anxiety? A meta-analysis. *Computers & Education*, 194, 104650. <https://doi.org/10.1016/j.compedu.2022.104650>
- [20] Freedman, E. 1996. Do You Have Math Anxiety? A Self Test. In *Math Anxiety Self-Test*. University of Central Missouri. <https://www.ucmo.edu/offices/learning-commons/digital-learning-commons/>.

- [21] Wang, X. 2014. Personas in the User interface Design. Canada: Department of Computer Science University of Calgary, Alberta, Canada.
- [22] U. E. P. Association. 2012. Usability Body of Knowledge. [Online] Available at: <https://www.usabilitybok.org/persona> [Accessed 11 December 2023].
- [23] Hartson, R., & Pyla, P. 2019. Mental Models and Conceptual Design. The UX Book, 327–340. doi:10.1016/b978-0-12-805342-3.00015-1.
- [24] Syaifei, H. 2016. Object Oriented Modelling With Unified Modeling Language (UML). no. June.
- [25] Wang, Z., Zhang, J., Sun, X., & Guo, Z. 2021. Applying hierarchical task analysis to improve the safety of high-speed railway: how dispatchers can better handle the breakdown of rail-switch. HCI International 2021-Posters: 23rd HCI International Conference, HCII 2021, Virtual Event, July 24–29, 2021, Proceedings, Part III 23, Springer International Publishing. pp. 528-536.
- [26] Diaper, D., & Stanton, N. A. 2003. The Handbook of Task Analysis for Human-Computer Interaction. In CRC Press eBooks. <https://doi.org/10.1201/b12470>.
- [27] Johnson, J., & Henderson, A. 2002. Conceptual models. Interactions, 9(1), 25–32. <https://doi.org/10.1145/503355.503366>.
- [28] Gibbins, N. 1999. Task analysis. [Online] Available at: <https://web.cs.dal.ca/~jamie/teach/NickGibbins/task-analysis.html> [Accessed 10 January 2024].
- [29] Sarah Horton, Patrick Lynch. 2017. Presenting Information Architecture | Web Style Guide 3. [Online] Available at: <https://webstyleguide.com/wsg3/3-information-architecture/4-presenting-information.html> [Accessed 10 January 2024].
- [30] Department of Health and Human Services. Wireframing | Usability.gov. [Online] Available at: <https://www.usability.gov/how-to-and-tools/methods/wireframing.html#:~:text=A%20wireframe%20is%20a%20two,functionalities%20available%2C%20and%20intended%20behaviors>. [Accessed 10 January 2024].
- [31] James. 2021. The power of visual content. Student Learning & Academic Registry LTE Online. <https://blogs.tees.ac.uk/lteonline/2021/03/02/the-power-of-visual-content/>. [Accessed 25 January 2024]

- [32] Yulita, W., Algifari, M. H., Rinaldi, D., & Praseptiawan, M. 2021. Analisis dan Rancangan User Experience Website OAIL Menggunakan Metode Task Centered System Design (TCSD). *J-SAKTI (Jurnal Sains Komputer Dan Informatika)*, 5(2), 879–886. <https://doi.org/10.30645/j-sakti.v5i2.384>.
- [33] Maharani, A. a. P., & Widhiasih, L. K. S. 2016. Respon Siswa Terhadap Umpan Balik Guru Saat Pelajaran Bahasa Inggris Di SD Saraswati 5 Denpasar. *Jurnal Bakti Saraswati*, 5(2).
- [34] Lestari, S. A., Aziz, R., & Susilawati, S. 2021. THE INFLUENCE OF REWARDS AND PUNISHMENTS ON THE STUDENTS' LEARNING MOTIVATION AT GRADE V. Primary: *Jurnal Pendidikan Guru Sekolah Dasar*, 10(5), 1152. <https://doi.org/10.33578/jpfkip.v10i5.8418>.
- [35] Hadijah, H., Isnarto, I., & Walid, W. 2022. The effect of immediate feedback on mathematics learning achievement. *Jurnal Pijar Matematika Dan Ilmu Pengetahuan Alam*, 17(6), 712–716. <https://doi.org/10.29303/jpm.v17i6.4172>.
- [36] Lu, L., & Fang, X. 2023. The intervention of consumer product design optimization incorporating color psychology on consumers' anxiety disorders. *CNS Spectrums*, 28(S2), S87–S88. <https://doi.org/10.1017/s1092852923004716>.
- [37] Maharani, M., Supriadi, N., & Widiyastuti, R. 2018. Media Pembelajaran Matematika Berbasis Kartun untuk Menurunkan Kecemasan Siswa. *Desimal*, 1(1), 101. <https://doi.org/10.24042/djm.v1i1.2036>.
- [38] The colour yellow – Mensa. 2023. [Online] Available at: <https://mensa.org.uk/the-colour-yellow/#:~:text=According%20to%20Leatrice%20Eiseman%2C%20Executive,%20according%20to%20ColorPsychology.org>. [Accessed 4 February 2024].
- [39] Salam, M. J. S., Martha, A. S. D., & Hardikusuma, A. 2022. Perancangan User Interface Aplikasi Pembelajaran Bangun Ruang Untuk Siswa Kelas V Sekolah Dasar Menggunakan Metode User Centered Design. *eProceedings of Engineering*, 9(3).