

Daftar Pustaka

- Adams, F. M., & Osgood, C. E. (1973). A cross-cultural study of the affective meanings of color. *Journal of Cross-Cultural Psychology*, 4, 135-156.
- Ahmed, E. H. M. (2019). THE NATURE AND TYPES OF DATA. PEOPLE: International Journal of Social Sciences, 5(1), 718–726.
- Amalliah, & Anggraini, K. (2023). Strategi Komunikasi Pemasaran Penyelenggaraan Event Dan Festival Pariwisata Di Kabupaten Banyuwangi. *Jurnal Netnografi Komunikasi*.
- Nathalia, K., & Anggraini, L. (2014). Desain Komunikasi Visual Dasar-Dasar Panduan Untuk Pemula. *Bandung: Nuansa Cendekia*.
- Ardoin, N. M., Wheaton, M., Bowers, A. W., Hunt, C. A., & Durham, W. H. (2015). Nature-based tourism's impact on environmental knowledge, attitudes, and behavior: a review and analysis of the literature and potential future research. *Journal of Sustainable Tourism*, 23(6), 838-858.
- Ayeh, J., Au, K. N., & Law, R. (2013). Predicting the intention to use consumer-generated media for travel planning. *Journal Tourism Management*, 35, 132–143.
- Azariah, D. R. (2016). The traveler as author: examining self-presentation and discourse in the (self) published travel blog. *Media, Culture & Society*, 38(6), 934-945.
- Badan Pusat Statistik. (n.d.). *Jumlah Akomodasi Menurut Klasifikasi Hotel dan Kabupaten/Kota 2019-2021*. <https://jatim.bps.go.id/indicator/16/571/1/jumlah-akomodasi-menurut-klasifikasi-hotel-dan-kabupaten-kota.html>.
- Baden-Fuller, C., & Mangematin, V. (2013). Business models: A challenging agenda. *Strategic Organization*, 11, 418 - 427.
- Basri, N. H., Noor, N. L. M., Adnan, W. A. W., Saman, F. M., & Baharin, A. H. A. (2016). Conceptualizing and understanding user experience. In *2016 4th International Conference on User Science and Engineering (i-USEr)* (pp. 81-84). IEEE.
- Batagoda, M. (2021). *The Designer's Dilemma on Adaptive vs. Responsive Design*. <https://uxplanet.org/the-designers-dilemma-on-adaptive-vs-responsive-design-f3cf8f1db19>.
- Bauer, B., Jolicoeur, P., & Cowan, W. B. (1996). Distractor heterogeneity versus linear separability in colour visual search. *Perception*, 25(11), 1281-1293.

- Bhatiasevi, V., & Yoopetch, C. (2015). The determinants of intention to use electronic booking among young users in Thailand. *Journal of Hospitality and Tourism Management*, 23, 1-11.
- Björk, P., & Kauppinen-Räsänen, H. (2016). Local food: A source for destination attraction. *International Journal of Contemporary Hospitality Management*, 28(1), 177–194.
- Bogicevic, V., Seo, S., Kandampully, J. A., Liu, S. Q., & Rudd, N. A. (2019). Virtual reality presence as a preamble of tourism experience: The role of mental imagery. *Tourism Management*, 74, 55-64.
- Booth, W. C., Colomb, G. G., & Williams, J. M. (2009). *The craft of research*. University of Chicago press.
- Brown, T. (2009). *Change by design: How design thinking transforms organizations and inspires innovation*. New York: Harper-Collins.
- Buhalis, D., & Law, R. (2008). Progress in information technology and tourism management: 20 years on and 10 years after the Internet—The state of eTourism research. *Tourism management*, 29(4), 609-623.
- Buhalis, D., & O'Connor, P. (2005). Information communication technology revolutionizing tourism. *Tourism recreation research*, 30(3), 7-16.
- Cahyono, H. B. (2018). POLA KOMUNIKASI DINAS PARIWISATA PEMERINTAH DAERAH KABUPATEN BANYUWANGI DALAM MENGEMBANGKAN POTENSI PARIWISATA MELALUI KEGIATAN FESTIVAL. *MEDIAKOM*, 2(1), 48-62.
- Calderwood, L. U., & Soshkin, M. (2019). *The travel and tourism competitiveness report 2019*. World Economic Forum.
- Callaghan, T. C. (1989). Interference and dominance in texture segregation: Hue, geometric form, and line orientation. *Perception & psychophysics*, 46(4), 299-311.
- Camacho-Murillo, A., Gounder, R., & Richardson, S. (2021). Regional destination attributes that attract domestic tourists: the role of man-made venues for leisure and recreation. *Heliyon*, 7(6).
- Chen, X., Liu, Q., & Qiao, X. (2020). Approaching another tourism recommender. In *2020 IEEE 20th International Conference on Software Quality, Reliability and Security Companion (QRS-C)* (pp. 556-562). IEEE.

- Choi, J., Lee, A., & Ok, C. (2013). The effects of consumers' perceived risk and benefit on attitude and behavioral intention: A study of street food. *Journal of Travel Tourism Marketing*, 30(3), 222–237.
- Choi, Y., Hickerson, B., & Lee, J. (2017). Investigation of the technology effects of online travel media on virtual travel experience and behavioral intention. *Journal of Travel & Tourism Marketing*, 35(3), 320–335.
- Choi, Y., Hickerson, B., Lee, J., Lee, H., & Choe, Y. (2022). Digital tourism and wellbeing: conceptual framework to examine technology effects of online travel media. *International Journal of Environmental Research and Public Health*, 19(9), 5639.
- Combelles, A., Ebert, C., & Lucena, P. (2020). Design thinking. *IEEE Software*, 37(2), 21-24.
- Correia, A., Kozak, M., & Ferradeira, J. (2013). From tourist motivations to tourist satisfaction. *International Journal of Culture, Tourism and Hospitality Research*, 7(4), 411-424.
- Cui, M., Zheng, C., Shi, W., & Wang, Z. (2023). Research of the Typography Design for Digital Reading on Mobile Devices. *Ergonomics In Design*, 77, 110-121.
- Cullen, K. (2012). *Design Elements, Typography Fundamentals: A Graphic Style Manual for Understanding How Typography Affects Design*. Rockport Publishers. p. 7.
- Creswell, J. W., & Creswell, J. D. (2017). *Research design: Qualitative, quantitative, and mixed methods approaches*. Sage publications.
- Dam, R. F. (2024, March 1). The 5 Stages in the Design Thinking Process. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Daymon, C., & Holloway, I. (2010). *Qualitative research methods in public relations and marketing communications*. Routledge.
- Desmet, P. M. a., and Hekkert, P. (2007). Framework of 10. product experience. *International Journal of Design*, 1(1), 57–66.
- De Marco, A. (2015). Are green lipped mussels really green? Tourism New Zealand: Food in transition. *The Translator*, 21(3), 310–326.
- Dinas Kebudayaan dan Pariwisata Kabupaten Banyuwangi. (n.d.). *Majestic Banyuwangi Festival*. <https://banyuwangitourism.com/festival>.
- Dürscheid, C. (2016). *Einführung in die Schriftlinguistik* (Vol. 3740). UTB.

- Ellis, A., Park, E., Kim, S., & Yeoman, I. (2018). What is food tourism?. *Tourism management*, 68, 250-263.
- Febrian, A. (2019). A Study of Culinary Brand Identity in Banyuwangi District with the Gastronomic Tourism Concept. *TIJAB (The International Journal of Applied Business)*.
- Firmansyah, B., Jonathan, M., Andreas, J., Philip, S., & Hidayaturrahman. (2023). Application of UI/UX in Tourism Information Service Problems: A Review. In *Proceedings of the 8th International Conference on Sustainable Information Engineering and Technology* (pp. 462-472).
- Fodness, D. D., & Milner, L. M. (2012). A perceptual mapping approach to theme park visitor segmentation. In *Tourism Management*, 246-258.
- Fouad, H. (2020). THE USE OF FLAT ILLUSTRATIONS IN WEBSITES AND SMART PHONES APPLICATIONS' USER INTERFACE (UI) DESIGN. *Journal of Art & Architecture Research Studies - JAARS*.
- Frumkin, H., Bratman, G. N., Breslow, S. J., Cochran, B., Kahn Jr, P. H., Lawler, J. J., ... & Wood, S. A. (2017). Nature contact and human health: A research agenda. *Environmental health perspectives*, 125(7), 075001.
- Galavan, R. (2014). *Doing Business Strategy*. Ireland: NuBooks.
- Galí-Espelt, N. (2012). Identifying cultural tourism: a theoretical methodological proposal. *Journal of Heritage Tourism*, 7(1), 45-58.
- Gassmann, O., Frankenberger, K., Csik, M. (2016). *The Business Model Navigator: 55 Models That Will Revolutionise Your Business*. Jakarta: Elex Media Komputindo.
- Guilford, J. P. (1934). Affective value of color as a function of hue, tint, and chroma. *Journal of Experimental Psychology*, 17, 342-370.
- Grube-Cavers, A., & Carvajal Sánchez, N. I. (2014). The role of shopping centers as simulated public space: the shopping center Centro Mayor, Bogotá, Colombia. *Revista UDCA Actualidad & Divulgación Científica*, 17(1), 285-291.
- Hall, C. M., Sharples, E., Mitchell, R., Macionis, N., & Cambourne, B. (Eds.). (2003). *Food tourism around the world: Development*, . NY: Butterworth-Heinemann, 1–24.
- Hartanto, D.D. (2004). *PENGUNAAN ILUSTRASI SEBAGAI DAYA TARIK PADA IKLAN MEDIA CETAK*.

- Hasanudin, D., & Adityawan, O. (2020). Perkembangan Flat Design dalam Web Design dan User Interface (UI). *PANTUN: Jurnal Ilmiah Seni Budaya*.
- Hassenzahl, M. (2008). User experience (UX) towards an experiential perspective on product quality. In *Proceedings of the 20th Conference on l'Interaction Homme-Machine* (pp. 11-15).
- Hasso Plattner Institute of Design. (2010). *An Introduction to Design Thinking: Process Guide*. Stanford: Stanford Univesity.
- Hensel, K., & Deis, M. H. (2010). Using social media to increase advertising and improve marketing. *The Entrepreneurial Executive*, 15, 87.
- Hernández-Méndez, J., Muñoz-Leiva, F., & Sánchez-Fernández, J. (2015). The influence of e-word-of mouth on travel decision-making: Consumer profiles. *Current Issues in Tourism*, 18(11), 1001–1021.
- Horng, J. S., & Tsai, C. T. S. (2012). Culinary tourism strategic development: An Asia- Pacific perspective. *International Journal of Tourism Research*, 14(1), 40–55.
- Hwa, Lee C., Leow, Jason., Lau, Jun., Ho, Angela., dan Yong, Chia H. (2016). *Design thinking: The Guidebook*. Singapore: Royal Civil Service.
- Hyun, M. Y., & O'Keefe, R. M. (2012). Virtual destination image: Testing a telepresence model. *Journal of business research*, 65(1), 29-35.
- Iles, A. (2010). Social networking between backpackers and the implications for at-destination word of mouth. *Asia Pacific Tourism Association Conference*, 13-16 July 2010, Macau.
- Jacobe, J., Jacobo, L., Salinas, K., Castañeda, P., & Moggiano, N. (2021). Mobile Application Based on Augmented Reality to Encourage Tourism at the Wari Willka Museum. In *2021 International Conference on Information Systems and Advanced Technologies (ICISAT)* (pp. 1-7). IEEE.
- Kementrian Pariwisata dan Ekonomi Kreatif. (2020). Rencana strategis (Renstra) Kementrian Pariwisata dan Ekonomi Kreatif 2020-2024. Kementrian Pariwisata dan Ekonomi Kreatif.
- Kirom, N. R, Sudarmiatin, Putra, I. W. J. A. (2016). Faktor-Faktor Penentu Daya Tarik Wisata Budaya Dan Pengaruhnya Terhadap Kepuasan Wisatawan. *Jurnal Pendidikan*, Vol. 1 No. 3. 536-546.

- Komilova, N. K., Usmanov, M. R., Safarova, N. I., Matchanova, A. E., & Murtazaeva, G. I. (2021). Tourist destination as an object of research of social and economic geography. *Psychology and Education Journal*, 58(1), 2058-2067.
- Kotler, P., Armstrong, G. (1997), *Dasar-Dasar Pemasaran, Principles of Marketing 7 e*, Edisi Bahasa Indonesia, Jilid 1, diterjemahkan oleh Drs. Alexander Sindoro, Jakarta: Prenhallindo.
- Krakower, B., & Martin, M. (2018). *Getting Started with STEAM: Practical Strategies for the K-8 Classroom*. Routledge.
- Kusuma, B. M. A. (2014). Pembangunan Terintegrasi Dalam Mewujudkan Kota Pariwisata Bertaraf Internasional: Studi Kasus Di Kabupaten Banyuwangi Jawa Timur. *JKMP (Jurnal Kebijakan dan Manajemen Publik)*, 2(2), 117-130.
- Lasahido, M. S. L., & Saputra, M. J. A. (2021). *Cultural Tourism*. Novateur Publication, 23-26.
- Latham, E. (2021). Food tourism in Oceania: telling the stories. *Tourism Culture & Communication*, 21(3), 221-234.
- LeCompte, M.D., & Preissle, J. (1993). *Ethnography and Qualitative Design in Educational Research*. California: Academic Press.
- Liu, H., Qiu, F., Wang, L., & Shi, H. (2009). The Implementation of the Virtual Tourism Teaching System. In *2009 Second International Symposium on Computational Intelligence and Design* (Vol. 2, pp. 225-228). IEEE.
- Landa, R. (2018). *Typography. Graphic design solutions*. Cengage Learning, p. 44.
- Lockwood, T. (2009). *Design thinking: Integrating innovation, customer experience, and brand value* (3rd Ed.). New York: Allworth Press.
- Lohmann, S., Heimerl, F., Bopp, F., Burch, M., & Ertl, T. (2015). Concentrmi cloud: Word Cloud visualization for multiple text documents. In *2015 19th International Conference on Information Visualisation* (pp. 114-120). IEEE.
- Lusiana, I., & Novitaningtyas, I. (2020). Strategi Promosi Aplikasi Motorku Express Berdasarkan Analisis SWOT. *Jurnal Bisnisan: Riset Bisnis Dan Manajemen*, 2(2), 1-14.
- Mahmoud-Jouini, S. B., Fixson, S. K., & Boulet, D. (2019). Making design thinking work: Adapting an innovation approach to fit a large technology-driven firm. *Research-Technology Management*, 62(5), 50-58.
- Mandel, T. (1997). *The elements of user interface design* (Vol. 20). New York: Wiley.

- Mathwick, C., Malhotra, N., & Rigdon, E. (2001). Experiential value: Conceptualization, measurement and application in the catalog and Internet shopping environment. *Journal of Retailing*, 77(1), 39–56.
- Masiero, L., & Nicolau, J. L. (2012). Tourism market segmentation based on price sensitivity: Finding similar price preferences on tourism activities. *Journal of Travel Research*, 51(4), 426–435.
- Maula, Nurkholifatul. (2020), Analisis Pengaruh Eksternal Pada Perusahaan StartUp Bidang Pendidikan: Penggunaan Teknik Analisis Pest Di Cv. Big Edu Indonesia. *Jurnal Khazanah Intelektual*.
- McClung, G. W. (2012). Theme Park Selection: Factors Influencing Attendance. *Tourism Management*, 233-245.
- McGee, J., Thomas, H. and Wilson, D. (2010), *Strategy: Analysis and Practice*, Maidenhead: McGraw-Hill.
- Mestanza-Ramón, C., Buñay-Guisñan, P., Izurieta-Castelo, M., Naranjo-Silva, R., & Bravo-Avalos, M. B. (2022). USE OF TECHNOLOGY AND MARKETING FOR NATURE TOURISM PROMOTION. *Journal of Southwest Jiaotong University*, 57(6).
- Mietolkin, V. (2024). BUSINESS MODEL AS AN ECONOMIC DEFINITION: THE EVOLUTION OF THE CONCEPTUAL APPARATUS IN THE CONDITIONS OF CRITICAL CHALLENGES IN THE EXTERNAL ENVIRONMENT. *Odesa National University Herald. Economy*, 6-11.
- Minazzi, R. (2020). An exploration of experiential travel behavior during the traveler journey.
- Moriarty, S., Mitchell, N., & Wells, W. (2011). Advertising Edisi 8. *Jakarta: Kencana Prenada Media Grup*.
- Mueller-Roterberg, C. (2018). *Handbook of design thinking*. Publikasi independen.
- Nathalia, K., & Anggraini, L. (2014). Desain Komunikasi Visual Dasar-Dasar Panduan Untuk Pemula. *Bandung: Nuansa Cendekia*.
- Nebeling, M., Matulic, F., Streit, L., & Norrie, M. C. (2011, September). Adaptive layout template for effective web content presentation in large-screen contexts. In *Proceedings of the 11th ACM symposium on Document engineering* (pp. 219-228).
- Nilsson, E. G. (2009). Design patterns for user interface for mobile applications. *Advances in engineering software*, 40(12), 1318-1328.

- Norman, D. A., & Draper, S. W. (1986). *User centered system design; new perspectives on human-computer interaction*. L. Erlbaum Associates Inc..
- Ostovskaya, A., Smirnova, E., & Shendrikova, S. (2020). Socio-economic Development of Tourism Infrastructure. IOP Conference Series: Earth and Environmental Science, 459.
- Oz, E. (2009). *Management Information Systems*. Massachusetts: Cengage Learning, Inc.
- Pabel, A., & Prideaux, B. (2016). Social media use in pre-trip planning by tourists visiting a small regional leisure destination. *Journal of Vacation Marketing*, 22(4), 335-348.
- Park, W. (2014). Typography Principle by Viewpoint of Part and Whole. *Archives of Design Research*, 27(1), 31-55.
- Patan, A. & Sezen, I. (2015). DEFINITION, TYPES, SUSTAINABILITY AND RELATION OF TOURISM WITH ENVIRONMENT, LANDSCAPE PLANNING AND RECREATION. *Journal of Tourism and Hospitality Management*, 571-578.
- Pavel, M. A., Rana, M., Al Roman, A., Hassan, Y., & Khan, R. (2021). Android Application for Tourism Planning in Bangladesh. In *2021 IEEE 19th Student Conference on Research and Development (SCORED)* (pp. 157-162). IEEE.
- Pearce, j. a., & Robinson, R. B. (2013). *Manajemen Strategis(Formulasi, Implementasi, dan Pengendalian)*. Jakarta: Salemba Empat.
- Platov, A., Silaeva, A., & Boboshko, N. (2021). Tourist Infrastructure as the Basis for Sustainable Development of the Destination. *Proceedings of the 1st International Scientific Forum on Sustainable Development of Socio-economic Systems*.
- Pike, S., & Page, S. J. (2014). Destination Marketing Organizations and destination marketing: A narrative analysis of the literature. *Tourism management*, 41, 202-227.
- Putri, R.L. (2020). Pengaruh Pariwisata Terhadap Peningkatan PDRB Kota Surakarta [The Influence of Tourism on Increasing GRDP in Surakarta City]. *Cakra Wisata*. Vol 21 Jilid 1 Tahun 2020. Fakultas Teknik. Universitas Sebelas Maret. Surakarta. Indonesia.
- Rangkuti, F. (2009). *Analisis SWOT Tehnik Membedah kasus Bisnis*. Jakarta: PT Gramedia Pustaka Utama.
- Ragoonaden, S. (2016). Tourism and recreation. *Western Indian Ocean*, 373.
- Richards, G. (Ed.). (1996). *Cultural tourism in Europe*. Wallingford: CABI.
- Rivai, V. (2016). *Manajemen sumber daya manusia untuk perusahaan*. RajaGrafindo Persada : Jakarta.

- Rizavi, S. S., Ali, L., & Rizavi, S. H. M. (2011). User perceived quality of social networking websites: A study of Lahore region. *Interdisciplinary Journal of Contemporary Research in Business*, 2(12), 902-913.
- Rutledge, P.B., & Hogg, J.L. (2020). In-Depth Interviews. *The International Encyclopedia of Media Psychology*.
- Ružić, D., & Biloš, A. (2010). Social Media in Destination Marketing Organisations (DMOs). 20th Biennial International Congress of the Tourism and Hospitality Industry, Opatika, Croatia, 6-8, 178-190..
- Sa'adah, U., Kamal, I., Tsabita, F., & Ekaputri, V. (2015). Go East Java : A Mobile Application For Tourist Guides In East Java., 1.
- Science Learning Hub. (2019). *Colours of Light*. <https://www.sciencelearn.org.nz/resources/47-colours-of-light>.
- Sekaran, U., & Bougie, R. (2016). *Research Methods for Business: A Skill Building Approach*. John Wiley & Sons.
- Septiana, Yosep. (2017), Perencanaan Strategis Sistem Informasi Dengan Pendekatan Ward And Peppard Model (Studi Kasus: Klinik INTI Garut). *Jurnal Wawasan Ilmiah* Vol. 8, No. 1. 8-24.
- Septiningrum, L., & Soesanto, R. P. (2022). Tourism Itinerary Design: User Experience Approach. In *2022 International Conference Advancement in Data Science, E-learning and Information Systems (ICADEIS)* (pp. 01-05). IEEE.
- Seyfi, S., Hall, C. M., & Rasoolimanesh, S. M. (2020). Exploring memorable cultural tourism experiences. *Journal of Heritage Tourism*, 15(3), 341-357.
- Shneiderman, B., & Plaisant, C. (2010). *Designing the user interface: strategies for effective human-computer interaction*. Pearson Education India.
- Siswahto, E., & Muryani., (2020). The Impact of Tourism on Economic in North Sulawesi: Input-Output Analysis Per-spective. *JDE (Journal of Developing Economies)*, Vol. 5 (1), 40-55.
- Smith, M. K. (2015). *Issues in cultural tourism studies*. New York: Routledge.
- Soewardikoen, D. W. (2019). *Metodologi Penelitian: Desain Komunikasi Visual*. PT Kanisius.
- Sridevi, S. (2014). User interface design. *International Journal of Computer Science and Information Technology Research*, 2(2), 415-426.

- Supriyono, Rakhmat. 2010. *Desain Komunikasi Visual: Teori dan Aplikasi*. Yogyakarta, Indonesia: Andi.
- Syarifuddin, D. (2016). Nilai Wisata Budaya Seni Pertunjukan Saung Angklung Udjo Kota Bandung, Jawa Barat, Indonesia. *Jurnal Manajemen Resort Dan Leisure*, 13(2), 53-60.
- Takahashi, A. (2016). A "User-Flow Description" Method for Usability Investigation. *Interacción*.
- Tan, A. (2013). Samsun kenti ve yakın çevresinin doğal ve kültürel peyzaj özelliklerinin turizm potansiyeli açısından irdelenmesi (Master's thesis, Fen Bilimleri Enstitüsü).
- Tripon, I. M., & Cosma, S. A. (2018). The Evolution of Tourism Destination: A Review of Literature. *LUMEN Proceedings*, 6(1), 268-279.
- Tussyadiah, I. P., & Fesenmaier, D. R. (2009). Mediating tourist experiences: Access to places via shared videos. *Annals of tourism research*, 36(1), 24-40.
- Tsai, C. T. S., & Wang, Y. C. (2017). Experiential value in branding food tourism. *Journal of Destination Marketing & Management*, 6(1), 56-65.
- Ueberschick, F., Jiang, L., Brenner, W., Pukall, B., Naef, T., & Schindlholzer, B. (2020). *Design thinking: The handbook*. World Scientific.
- United Nations World Tourism Organization. (2017). *Second global report on gastronomy tourism*. <https://www.e-unwto.org/doi/pdf/10.18111/9789284418701>
- United Nation World Tourism Organizations. (2023). *International Tourism Highlights, 2023 Edition – The Impact of COVID-19 on Tourism (2020–2022)*. World Tourism Organization.
- Uppink, L., & Soshkin, M. (2022). *Travel & Tourism Development Index 2021: Rebuilding for a Sustainable and Resilient Future*. World Economic Forum.
- Urry, J., & Larsen, J. (2011). *The tourist gaze 3.0*. Sage.
- Väänänen-vainio-mattila, K., Hassenzähl, M., Landau, C. and Fort, I. (2008). Towards Practical User Experience Evaluation Methods, Proceedings of the COST294-MAUSE Workshop on Meaningful Measures: Valid Useful User Experience Measurement (VUUM), 1-4.
- Valdez, P., & Mehrabian, A. (1994). Effects of color on emotions. *Journal of experimental psychology: General*, 123(4), 394.
- Van Nuenen, T. (2018). Travel in the Digital Age. In *The Cambridge History of Travel Writing*. Cambridge: Cambridge University Press.
- Var, T., & Gunn, C. (2020). *Tourism planning: Basics, concepts, cases*. Routledge.

- Wang, L., Giesen, J., McDonnell, K. T., Zolliker, P., & Mueller, K. (2008). Color design for illustrative visualization. *IEEE Transactions on Visualization and Computer Graphics*, 14(6), 1739-1754.
- Weller, L., & Livingston, R. (1988). Effects of color of questionnaire on emotional responses. *Journal of General Psychology*, 115, 433-440.
- Wexner, L. B. (1954). The degree to which colors (hues) are associated with mood-tones. *Journal of Applied Psychology*, 38, 432-435.
- Wong, B. (2011). Points of view: Typography. *Nature Methods*, 8(4), 277-278.
- Winter, P. L., Selin, S., Cervený, L., & Bricker, K. (2019). Outdoor recreation, nature-based tourism, and sustainability. *Sustainability*, 12(1), 81.
- World Food Travel Association. (2018). *What is food tourism?*. <https://worldfoodtravel.org/what-is-food-tourism/>
- Xiang, Z., & Gretzel, U. (2010). Role of social media in online travel information search. *Tourism management*, 31(2), 179-188.
- Yoseffane. (2022). Peran Analisis PEST dalam Perencanaan Strategis Perusahaan. *Media Informatika* Vol. 21 No. 1, 53-60.
- Yustie, R., Ariska, R., & Purwitasari, F. (2022). Tourism Development Towards International Competitive Tourism in Promoting The Economy of East Java. *Journal of Developing Economies*.
- Zeidler, C., Lutteroth, C., & Weber, G. (2012). Constraint solving for beautiful user interfaces: how solving strategies support layout aesthetics. In *Proceedings of the 13th International Conference of the NZ Chapter of the ACM's Special Interest Group on Human-Computer Interaction* (pp. 72-79).
- Zeidler, C., Weber, G., Stuerzlinger, W., & Lutteroth, C. (2017). Automatic generation of user interface layouts for alternative screen orientations. In *Human-Computer Interaction-INTERACT 2017: 16th IFIP TC 13 International Conference, Mumbai, India, September 25-29, 2017, Proceedings, Part I* 16 (pp. 13-35). Springer International Publishing.
- Zhang, H., Yang, Y., Zheng, C., & Zhang, J. (2016). Too dark to revisit? The role of past experiences and intrapersonal constraints. *Tourism Management*, 54, 452-464.

- Zhou, X., Su, M., Feng, G., & Zhou, X. (2020). Intelligent tourism recommendation algorithm based on text mining and MP nerve cell model of multivariate transportation modes. *IEEE Access*, 9, 8121-8157.
- Zurita, H. E. V., & Poma, M. R. (2023). UX AND UI: METHODOLOGICAL ANALYSIS OF APPLICATION AND ITS PRINCIPLES. *Ann. For. Res*, 66(1), 3713-3733.