

DAFTAR PUSTAKA

- [1] M. R. Assidiq, Arianti, S. Bahri, "Analisis Usability Fitur Rating Pada Aplikasi Ladder Menggunakan Metode System Usability Scale," *JTRISTE*, vol. 9, no. 2, pp. 12-21, 2022.
- [2] B. Rudianto, Firmansyah, "Implementasi Heuristic Evaluation Dan System Usability Scale Dalam Analisis Usability Aplikasi Precise," *Evolusi: Jurnal Sains dan Manajemen*, vol. 12, no. 2, pp. 101-106, 2024.
- [3] S. K. Murti, A. Sujarwo, "Membangun Antarmuka Pengguna Menggunakan ReactJs Untuk Modul Manajemen Pengguna," *Jurnal Informatika*, Universitas Islam Indonesia, Yogyakarta, vol. 2, no. 2, pp. 1-10, 2021.
- [4] M. Johnson and K. Lee, "Developing Web Applications with PHP and MySQL," *Journal of Computer Science and Technology*, vol. 36, no. 1, pp. 15-25, 2021.
- [5] D. Flanagan, *JavaScript: The Definitive Guide*, 7th ed. O'Reilly Media, 2020.
- [6] M. A. Musi, R. Kurnia, A. C. Febriyani, S.K. Amriani, "Pengaruh Permainan *Whack a Mole* Bagi Perkembangan Kemampuan Motorik Kasar Anak Usia 5-6 Tahun Di TK Terati UNM," *Jurnal Ilmiah Pendidikan Dasar*, Universitas Negeri Makassar, Makassar, vol. 9, no. 2, 2024.
- [7] R. L. Rahardian, W. A. Putera, "System Usability Scale pada penerapan Gamification di Aplikasi Toko Online," *Jurnal Sistem komputer & Jurnal Bisnis Digital*, Institut Teknologi dan Bisnis STIKOM Bali, Bali, vol. 7, no. 2, 2023.
- [8] S. Park, S. Kim, "Leaderboard Design Principles To Enhance Learning and Motivation in a Gamified Education Environment: Development Study," *JMIR Serious Games*, vol. 9, Iss. 2, p. 1, 2021.
- [9] S. Nidhra, J. Dondeti, "Black Box and White Box Testing Techniques," *International Journal of Embedded Systems and Applications (IJESA)*, vol. 2, no. 2, 2012
- [10] Kurniawati, A. and Badrul, M., "Penerapan Metode Waterfall untuk Perancangan Sistem Informasi Inventory pada Toko Keramik Bintang Terang," *Jurnal PROSISKO*, vol. 8, no. 2, pp. 47-52, Sept. 2021.