

DAFTAR PUSTAKA

- Alrazi, C. Z., & Rachman, A. (2021). Penerapan Metode Design Thinking pada Model Perancangan Animasi Periklanan Digital Pencegahan Covid-19. *Jurnal Desain Komunikasi Visual Vol.14 No.2.*
- Angelina, K., Sutomo, E., & Vivine, N. (2022). Desain UI UX Aplikasi Penjualan dengan Menyelaraskan Kebutuhan. *Jurnal Teknologi Informasi Komunikasi (TEMATIK)*, 71.
- Bodker, S. (2021). *Through the Interface A Human Activity Approach To User Interface Design*. Denmark: CRC Press.
- Elgamar. (2020). *Buku Ajar Konsep Dasar Pemrograman Website dengan PHP*. Malang: CV. Multimedia Edukasi.
- Hartson, R., & Pyla, P. (2018). *The UX Book: Agile UX Design for a Quality User Experience*. Elsevier Science.
- Kyriazos, T. A., Stalikas, A., Prassa, K., Yotsidi, V., Galanakis, M., & Pezirkianidis, C. (2018). Validation of the Flourishing Scale (FS), Greek Version and Evaluation of Two Well-Being Models. *Psychology, Vol.9 No. 7, July 20*.
- Mustaib, R. I., Dwiyansaputra, R., & Muaidi, M. (2022). SISTEM INFORMASI COMPANY PROFILE KANTOR DESA. *JBegaTI*, 177.
- Paramitha, A. I., Dantes, G. R., & Indrawan, G. (2018). The Evaluation of Web Based Academic Progress Information System Using Heuristic Evaluation and User Experience Questionnaire (UEQ). *Third International Conference on Informatics and Computing (ICIC)*.
- Pressman, A. (2018). *Design Thinking A Guide to Creative Problem Solving for Everyone*. United Kingdom: Taylor & Francis.
- Schrepp, M. (2019, 10 25). *User Experience Questionnaire*. Retrieved from User Experience Questionnaire: <https://www.ueq-online.org/Material/Handbook.pdf>
- Suryani, T., Nurhadi, M., & Amar, F. A. (2020). *E-MARKETING BAGI UKM: STRATEGI PERIKLANAN, WEBSITE & MEDIA SOSIAL*. Surabaya: CV. Jakad Media Publishing.
- Wibisono, N. P. (2021). Redesain User Interface Website Perpustakaan digital institut seni indonesia yogyakarta. *Institutional Repository Institut Seni Indonesia Yogyakarta*, 8.