

DAFTAR REFERENSI

- Abdussamad, H. Z. (2021). *Metode penelitian kualitatif*. Syakir Media Press
- Annur, C. M. (2023, Sep 20). *Pengguna internet di Indonesia tembus 213 juta orang hingga awal 2023*. <https://databoks.katadata.co.id/datapublish/2023/09/20/pengguna-internet-di-indonesia-tembus-213-juta-orang-hingga-awal-2023>
- Aziza, R. F. A. & Hidayat, Y. T. (2019). Analisa *usability* desain *user interface* pada *website* Tokopedia dengan menggunakan metode *heuristics evalution*. *Jurnal TEKNOKOMPAK*, 13, 7-11.
<https://ejurnal.teknokrat.ac.id/index.php/teknokompak/article/view/265/169>
- Beaird, J. (2010). *The principles of beautiful web design 2nd edition*. Sitepoint.
- Calonaci, D. (2021). *Designing user interfaces: Exploring user interfaces, UI elements, design prototypes and the Figma UI design tool*. BPB Publications.
- Darna & Liliana, D. Y. & Fatimah & Ermis, I. & Metekohy, E. Y. (2022). Pengembangan *website* untuk meningkatkan pemasaran produk UMKM. *Bhakti Persada*, 8, 100-107.
<https://ojs2.pnb.ac.id/index.php/BP>
- Gunawan, K. M. & Asnawi, M. F. (2022). *Usability testing* pada *web* portal kecamatan Leksono menggunakan *Nielsen Model*. *Jurnal Device*, 12, 36-42.
<https://ojs.unsiq.ac.id/index.php/device/article/view/2798>
- Hidayat, R. (2010). *Cara praktis membangun website gratis*. Elex Media Komputindo.
- Interaction Design Foundation. (2016, June 1). *What is mobile user experience(UX) design*.
<https://www.interaction-design.org/literature/topics/mobile-ux-design>
- Interaction Design Foundation. (2016, June 1). *What is user experience(UX) design*.
<https://www.interaction-design.org/literature/topics/ux-design>
- Interaction Design Foundation. (2016, June 2). *What is user interface(UI) design*.
<https://www.interaction-design.org/literature/topics/ui-design>
- Malewicz M. & Malewicz D. (2020). *Designing User Interfaces*. Hype
- Marsolino, R. (2022). Pengukuran kualitas *web* portal Diskominfo kota Prabumulih menggunakan pemodelan *usability* Nielsen. (Skripsi Sarjana, Institut Teknologi dan Bisnis Palcomtech).
http://repo.palcomtech.ac.id/id/eprint/1256/1/PKL_SI_2022_RULLY%20MARSOLINO.pdf
- Nazir, Moh. & Siskumbang, R. (2009). *Metode penelitian*. Ghalia Indonesia
- Nielsen, J. 1993. *Usability engineering*. Morgan Kaufmann Publishers.
- Nielsen, J. (2012, Jan 3). *Usability 101: Introduction to usability*.
<https://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- Nugraha, G. & Sutanto, R. P. & Pranayama, A. (2021). Analisis *usabilitas* desain *user interface*(UI)

- pada *website* Astonia Park View dengan menggunakan metode Jakob Nielsen. *Adiwarna*, 1, 18. <https://publication.petra.ac.id/index.php/dkv/article/view/11319>
- Rusvinasari, D. & Setyanto, A. & Arief, M. R. (2020). Analisis user interface pada aplikasi *mobile* pelaporan online menggunakan *Heuristic Evaluation*. *Jurnal Teknologi Informasi*, 15, 12-20. https://www.researchgate.net/publication/355593539_Analisis_User_Interface_pada_Aplikasi_Mobile_Pelaporan_Online_Menggunakan_Heuristic_Evaluation
- Semiawan, C. R. (2010). *Metode penelitian kualitatif jenis, karakteristik, dan keunggulannya*. Grasindo
- Soegaard, M. (2018). *The basics of user experience design: A UX design book by Interaction Design Foundation*. Interaction Design Foundation.
- Sugiyono. (2017). *Metode penelitian kuantitatif, kualitatif, dan R&D*. Alfabeta.
- Pangemanan, J. I. H. (2022, Okt 20). *Website adalah, pengertian, jenis, dan fungsi*. <https://mediaindonesia.com/teknologi/531273/website-adalah-pengertian-jenis-dan-fungsi>
- Vermaat M.E. & Freund S.M. & Frydenberg M. & Sebok S.L. & Campbell J.T. (2018). *Discovering computers 2018*. Cengage Learning.