

## DAFTAR PUSTAKA

- Aswati, S., Mulyani, N., Siagian, Y., & Syah, A. (2015). Peranan Sistem Informasi dalam Perguruan Tinggi.
- Baharrudin, M., Wardani, N., & Herlambang, A. (2018). Analisis Usability pada Sistem Informasi FILKOM Apps Fakultas Ilmu Komputer Universitas Brawijaya.
- Endsley, M. R., Bolte, B., & Jones, D. G. (2003). *Designing for Situation Awareness An Approach to User-Centered Design*. London: CRC Press.
- Hidayat, M., & Soegiarto, H. (2019). Aplikasi Asisten Perkuliahan Mahasiswa STMIK Banjarbaru Berbasis Android.
- Jokela, T., Iivari, N., Matero, J., & Virkkula, M. (2003). The Standard of User Centered Design and the Standard Definition of Usability: Analyzing ISO 13407 against ISO 9241-11.
- Kolenda, N. (2016). *The Psychology of User Experience*. Kolenda Entertainment LLC.
- Kortum, P., Miller, J., & Bangor, A. (2009). Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale. 114-123.
- Nugraheny, D. (2016). Analisis User Interface dan User Experience pada Website Sekolah Tinggi Teknologi Adisutjipto Yogyakarta. 183-187.
- Pramono, W. A., Az-Zahra, H. M., & Rokhmawati, R. I. (2019). Evaluasi Usability pada Aplikasi MyTelkomsel dengan Menggunakan Metode Usability Testing. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 2951-2959.
- Rauschenberger, M., Cota, M., & Thomaschewski, J. (n.d.). Efficient Measurement of the User Experience of Interactive Products: How to Use the User Experience Questionnaire (UEQ). 1.
- Rubin, J., & Chisnell, D. (2008). *Handbook of Usability Testing: How to Plan Design and Conduct Effective Tests*. Wiley Publishing, Inc.
- Santoso, H. B., Isal, Y. K., Schrepp, M., & Priyogi, B. (2016). Measuring User Experience of the Student-Centered e-Learning Environment.

Sauro, J. (2011). Measuring Usability with The System Usability Scale (SUS).

Travis, D., Macefield, R., & Hodgson, P. (2012). *Bright Ideas for User Experience Designers*. Userfocus.

Vredenburg, K., Mao, J. Y., Smith, P., & Carey, T. (2002). A Survey of User-Centered Design Practice.

<<https://play.google.com/store/apps/details?id=id.ac.ui.cs.myui>> [diakses pada 6 Februari 2020]

<<https://play.google.com/store/apps/details?id=id.ac.its.my.mahasiswa>> [diakses pada 6 Februari 2020]

