

DAFTAR PUSTAKA

- [1] M. B. D. D. M. Kania and A. Sabariah, "Analisis Kualitas Perangkat Lunak Terhadap Sistem Informasi UNIKOM," *Maj. Ilm. UNIKOM*, 2013.
- [2] A. Sonderegger and J. Sauer, "The influence of design aesthetics in usability testing: Effects on user performance and perceived usability," *Appl. Ergon.*, vol. 41, no. 3, pp. 403–410, 2010.
- [3] Alla Kholmatova, *Design System : A Practical Guide to Creating Design Languages for Digital Products*. Smashing Media, 2017.
- [4] C. R. Kothari, *Research Methodology Method and Techniques (Second Revised Techniques)*. New Age International, 2004.
- [5] B. Frost, *Atomic Design*. Pittsburgh: Brad Frost, 2016.
- [6] R. Legard, J. Keegan, and K. Ward, "In-depth interviews," *Qual. Res. Pract. A Guid. Soc. Sci. students Res.*, vol. 6, no. 1, pp. 138–169, 2003.
- [7] B. M. Ghodeswar, "Building brand identity in competitive markets: a conceptual model," *J. Prod. Brand Manag.*, vol. 17, no. 1, pp. 4–12, 2008.
- [8] de C. (Leslie) and M. H. B. McDonald, *Creating powerful brands in consumer, service and industrial markets*. Butterworth-Heinemann, 1998.
- [9] M. H. Cohen, M. H. Cohen, J. P. Giangola, and J. Balogh, *Voice user interface design*. Addison-Wesley Professional, 2004.
- [10] A. Covert, "How to make sense of any mess: Information architecture for everybody," *SI Creat. Indep. Publ.*, 2014.
- [11] S. Marco, J. Anne, K. Saylor-Miller, D. Mounter, and R. Standfield, *Design System Handbook*. DesignBetter.co.
- [12] J. Cao, K. Zieba, K. Stryjewski, and M. Ellis, "Consistency in UI Design: Creativity Without Confusion," *UXPin Inc*, 2015.
- [13] J. Nielsen, "Coordinating user interfaces for consistency," *ACM Sigchi Bull.*, vol. 20, no. 3, pp. 63–65, 1989.
- [14] J. Preece, S. H., and R. Y., *Interaction Design: Beyond HumanComputer Interaction*, 4th Editio. West Sussex: John Wiley & Sons Ltd, 2015.
- [15] J. Ardhiyani and A. M. Bachtiar, "Analisis user interface media pembelajaran pengenalan kosakata untuk anak tunarungu," *Makassar Konf*.

Nas. Sist. Inf., 2014.

- [16] J. D. Still, “Web page visual hierarchy: Examining Faraday’s guidelines for entry points,” *Comput. Human Behav.*, vol. 84, pp. 352–359, 2018.
- [17] P. Faraday, “Visually critiquing web pages,” in *Multimedia ’99*, 2000, pp. 155–166.
- [18] J. Löwgren and U. Laurén, “Supporting the use of guidelines and style guides in professional user interface design,” *Interact. Comput.*, vol. 5, no. 4, pp. 385–396, 1993.
- [19] B. Caldwell, M. Cooper, L. G. Reid, and G. Vanderheiden, “Web content accessibility guidelines (WCAG) 2.0,” *WWW Consort.*, 2008.
- [20] P. Kahn and K. Lenk, “Design: principles of typography for user interface design,” *interactions*, vol. 5, no. 6, p. 15, 1998.
- [21] R. Budiu, “Quantitative vs. Qualitative Usability Testing,” 2017. .
- [22] Justin Mifsud, “Usability Metrics - A Guide To Quantify The Usability Of Any System - Usability Geek,” 2015. [Online]. Available: <https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-systemusability/>.
- [23] K. Finstad, “The usability metric for user experience,” *Interact. Comput.*, vol. 22, no. 5, pp. 323–327, 2010.
- [24] J. Nielsen, “Why You Only Need to Test with 5 Users,” 2000. .