DAFTAR PUSTAKA

Alert, I.-T. T. (2009). Mobile Applications. *Mobile Applications*.

APJII. (2018). *Penetrasi & Perilaku Pengguna Internet Indonesia 2017*. Retrieved from Penetrasi & Perilaku Pengguna Internet Indonesia 2017: https://www.apjii.or.id/

Ardiansyah, & Ghazali, M. I. (2016). Pengujian Usability UI dan UX Aplikasi E-Reader Skripsi Berbasis Hypertext. *Pengujian Usability UI dan UX Aplikasi E-Reader Skripsi Berbasis Hypertext*.

Arunarsirakul, A. (2015, June 15). *Mobile Web vs. Mobile Apps – Survey Report*. Retrieved from Jajak Pendapat App: https://blog.jakpat.net/mobile-web-vs-mobile-apps-survey-report/

Axure. (2018). *Axure*. Retrieved from Axure: https://www.axure.com/

Brooke, J. (2018). *System Usability Scale (SUS)*. Retrieved from usability.gov: https://www.usability.gov/how-to-and-tools/methods/system-usability-scale.html

developer.android. (2018). Retrieved from Developer Android: developer.android.com

H.N, I. A., Santoso, P. I., & Ferdiana, R. (2015). Pengujian Usability Website Menggunakan System Usability Scale. *Pengujian Usability Website Menggunakan System Usability Scale*.

Habeeb, A. (2018). Introduction to Unified Modeling Language. *Unified Modeling Language*, 1.

Hatfield, C. (2010). Indiscipline, or, The Condition of Comics Studies. *Indiscipline, or, The Condition of Comics Studies*.

ISO. (2018). *ISO 9241-11:2018(en)*. Retrieved from ISO: https://www.iso.org/obp/ui/#!iso:std:63500:en

Khoiri, A., & Setyanti, C. A. (2016, August 13). *Era Komik Digital, Bagaimana Nasib Komik Cetak?* Retrieved from CNN Indonesia: https://www.cnnindonesia.com/hiburan/20160813141831-241-151145/era-komik-digital-bagaimana-nasib-komik-cetak

Kominfo. (2014). *Pengguna Internet Indonesia Nomor Enam Dunia*. Retrieved from Kementerian Komunikasi Dan Informatika Republik Indonesia: https://kominfo.go.id/index.php/content/detail/12640/siaran-pers-no-

53hmkominfo022018-tentang-jumlah-pengguna-internet-2017-meningkat-kominfo-terus-lakukan-percepatan-pembangunan-broadband/0/siaran_pers

Krajci, & Cummings. (2013). *Android on x86, 1st ed.* Apress.

Nguyen, J. (2017, June 19). *Indonesia's Mobile Only Population and Mobile Consumer Behaviour*. Retrieved from comScore: https://www.comscore.com/Insights/Data-Mine/Indonesias-Mobile-Only-Population-and-Mobile-Consumer-Behaviour

Oxford. (2018). *Smartphone*. Retrieved from English Oxford Living Dictionaries: https://en.oxforddictionaries.com/definition/smartphone

Pressman, R. S. (2010). Software Engineering A Practitioner's Approach Seventh Edition. In R. S. Pressman, *Software Engineering A Practitioner's Approach Seventh Edition* (p. 43). New York: The McGraw-Hill Companies, Inc.

Prototypr. (2016, February 29). *Axure VS Mockplus VS Balsamiq: Prototype Tool Comparison (The Pros and Cons)*. Retrieved from Prototypr: https://blog.prototypr.io/axure-vs-mockplus-vs-balsamiq-prototype-tool-comparison-the-pros-and-cons-6297a314b173

PT Wahana Inspirasi Nusantara. (2018). *reoncomics*. Retrieved from reoncomics: http://www.reoncomics.com/

Qbaca. (2018). Retrieved from Qbaca: Qbaca.com

Rizal, H. F. (2014, June 11). *Orang Indonesia menggunakan smartphone 189 menit tiap harinya, untuk apa saja?* Retrieved from TECHINASIA: https://id.techinasia.com/orang-indonesia-menggunakan-smartphone-189-menit-tiap-harinya-untuk-apa-saja

Sauro, J. (2011, February 2). *Measuring Usability With The System Usability Scale (SUS)*. Retrieved from Measuring U: https://measuringu.com/sus/

Shneiderman, B., & Plaisant, C. (2014). *Designing The User Interface*. Pearson.

tahilalats. (2017, January 11). *tahilalats*. Retrieved from Twitter: https://twitter.com/tahilalats/status/819144823210770433

The Interaction Design Foundation. (2018). *Usability Testing*. Retrieved from Interaction Design Foundation: https://www.interaction-design.org/literature/topics/usability-testing

Usability. (2018). *User Interface Design Basics*. Retrieved from Usability.gov: https://www.usability.gov/what-and-why/user-interface-design.html

WEBTOON, N. (2018). *Google Play*. Retrieved from Google Play: https://play.google.com/store/apps/details?id=com.naver.linewebtoon

124