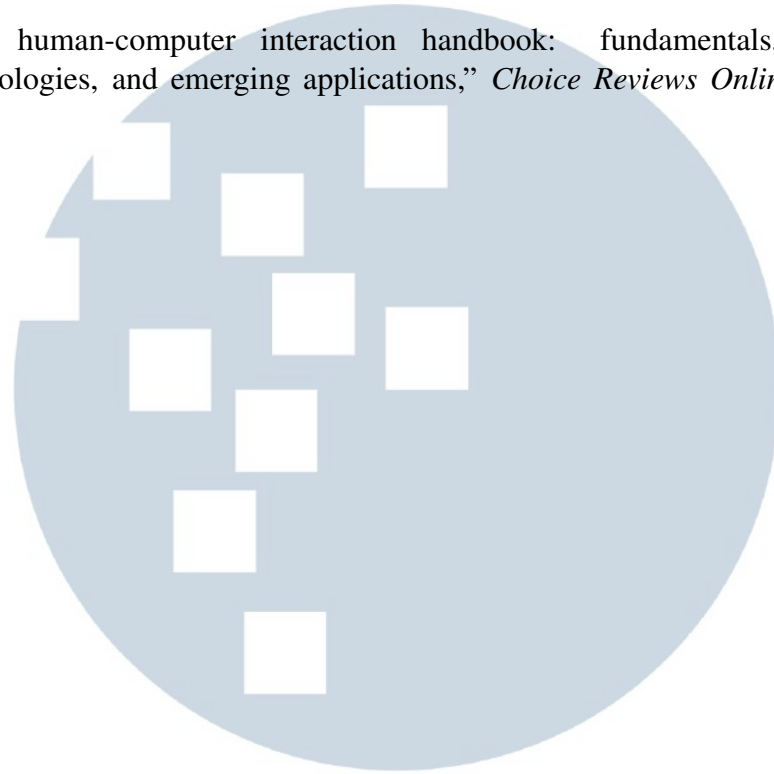


DAFTAR PUSTAKA

- [1] P. C. Kartika, "Rasionalisasi perspektif film layar lebar beradaptasi karya sastra," *Jurnal Pena Indonesia*, vol. 2, 2017.
- [2] J. Llamas-Rodriguez, "A global cinematic experience: Cinépolis, film exhibition, and luxury branding," *JCMS: Journal of Cinema and Media Studies*, vol. 58, 2019.
- [3] S. Gupta, "An analysis of ui/ux designing with software prototyping tools," 2019.
- [4] "An indonesian adaptation of the system usability scale (sus)," 2017.
- [5] R. Stockton and F. N. Kerlinger, "Foundations of behavioral research," *American Educational Research Journal*, vol. 11, 1974.
- [6] "System usability scale vs heuristic evaluation: A review," *Simetris: Jurnal Teknik Mesin, Elektro dan Ilmu Komputer*, vol. 10, 2019.
- [7] "Uji usability dengan metode cognitive walkthrough pada situs web perpustakaan universitas mercu buana jakarta," *Jurnal Pustakawan Indonesia*, vol. 15, 2016.
- [8] I. N. Arifin, H. Tolle, and R. I. Rokhmawati, "Evaluasi dan perancangan user interface untuk meningkatkan user experience menggunakan metode human-centered design dan heuristic evaluation pada aplikasi ezyschool," *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer; Vol 3 No 2 (2019)*, vol. 2, 2019.
- [9] N. Brugger, "Website history and the website as an object of study," *New Media and Society*, vol. 11, 2009.
- [10] H. B. Beki, "Mahir membuat website dengan adobe dreamweaver cs6, css, dan jquery," *AndiPublisher*, vol. 1, 2015.
- [11] H. Joo, "A study on understanding of ui and ux, and understanding of design according to user interface change," *International Journal of Applied Engineering Research*, vol. 12, 2017.
- [12] J. Nielsen, "Usability engineering," 2004.
- [13] S. Reeves, "How ux practitioners produce findings in usability testing," *ACM Transactions on Computer-Human Interaction*, vol. 26, 2019.
- [14] "Sus: a retrospective," *Journal of usability studies*, vol. 8, 2013.
- [15] J. Nielson, "Jakob nielsen 's ten usability heuristics," *Nielsen Norman Group*, 1995.

- [16] J. Nielsen, "Severity ratings for usability problems: Article by jakob nielsen," 1995.
- [17] "The human-computer interaction handbook: fundamentals, evolving technologies, and emerging applications," *Choice Reviews Online*, vol. 50, 2013.



UMMN

UNIVERSITAS
MULTIMEDIA
NUSANTARA