

DAFTAR PUSTAKA

Buku

- Barkley, R. A., & Benton, C. M. (2022). *Taking charge of adult adhd: Proven strategies to succeed at work, at home, and in relationships* (2nd ed.). The Guilford Press.
- Benyon, D. (2019). *Designing user experience: A guide to hci, ux and interaction design*. Pearson Education Limited.
- Creswell, J. W., & Creswell, J. D. (2023). *Research design: Qualitative, quantitative, and mixed methods approaches* (6th ed.). SAGE.
- Deacon, P. B. (2020). *Ux and ui design strategy: A step-by-step guide on ux and ui design*. Pamala B. Deacon
- Hallowell, E. M., & Ratey, J. J. (2022). *Adhd 2.0: New science and essential strategies for thriving with distraction-from childhood through adulthood*. Ballantine Books.
- Lidwell, W., Butler, J., & Holden, K. (2010). *Universal principles of design 125 ways to enhance usability, influence perception, increase appeal, make better design decisions, and teach through design*. Rockport.
- McKay, E. N. (2013). *Ui is communication: How to design intuitive, user centered interfaces by focusing on effective communication*. Elsevier, Morgan Kaufmann.
- Pentak, S., & Lauer, D. A. (2016). *Design basics*. Cengage Learning.
- Samara, T. (2020). *Design elements: Understanding the rules and knowing when to break them - a visual communication manual*. Rockport Publishers.
- Poulin, R. (2018). *Design school: Layout*. Rockport Publishers.

Uebelnickel, F., Pukall, B., Naef, T., Schindlholzer, B., Jiang, L., & Brenner, W. (2020). *Design thinking, the handbook*. WS Professional.

Artikel

Saputro, D. (2009). ADHD (attention deficit/hyperactivity disorder). Jakarta: Sagung Seto.

