

DAFTAR PUSTAKA

Buku

- Arifin, S., & Kusrianto, A. (2009). *Sukses menulis buku ajar dan referensi*. Jakarta: PT Gramedia Widiasarana Indonesia.
- Bhootra, A. K. (2015). *Basics of computer vision syndrome* (1st ed.). Kolkata: Jaypee Brothers Medical Pub.
- Haslam, A. (2006). *Book design*. Buchherstellung: Laurence King Publishing.
- Landa, R. (2014). *Graphic design solutions* (5th ed.). Wadsworth: Cengage Learning.
- Pribadi, B. A. (2017). *Media dan teknologi dalam pembelajaran*. Jakarta: Kencana.
- Turow, J. (2016). *Media today: Mass communication in a converging world*. New York: Routledge.
- Williams, R. (2014). *Non-designer's design book* (4th ed.). San Francisco: Peachpit Press.

Jurnal

- Rosenfield, M. (2016). Computer vision syndrome (a.k.a. digital eye strain). *Optometry in Practice*. Diakses dari https://www.researchgate.net/publication/295902618_Computer_vision_syndrome_aka_digital_eye_strain
- Siyabola, A. B., Oladesu, J. O., Afolabi, B. E., & Uzzi, F. O. (2023). Adapting flat design concept in digital graphics to wayfinding signage development: Redirecting movement and recreating the environment. *Journal of Visual Communication Design*. 8(1), 130–150. Doi: <https://doi.org/10.37715/vcd.v8i1.3207>

Vilela, M. F. (2020). Computer vision syndrome and associated factors among medical students. *Revista Brasileira de Oftalmologia*, 79(2), 90-94. Doi: 10.4103/2141-9248.129028

Karya Ilmiah

Saadiah, Y. (2008). *Network glossary for beginners*. Universitas Teknologi Mara, Shah Alam.

Website

AAPJI. (2023). Survei APJII pengguna internet di Indonesia tembus 215 juta orang. Diakses pada 18 September 2023, dari <https://apjii.or.id/berita/d/survei-apjii-pengguna-internet-di-indonesia-tembus-215-juta-orang#:~:text=Bisnis.com%2C%20JAKARTA%20%2D%20Survei,yang%20sebesar%2075.773.901%20jiwa>

American Optometric Association. (n.d.). Computer vision syndrome. Diakses pada 5 Oktober 2023, dari <https://www.aoa.org/healthy-eyes/eye-and-vision-conditions/computer-vision-syndrome?sso=y>

Canadian Centre for Occupational Health and Safety. (2023). Office ergonomics – eye discomfort in the office. Diakses pada 22 Oktober 2023, dari https://www.ccohs.ca/oshanswers/ergonomics/office/eye_discomfort.html

Kementerian Kesehatan. (2021). Waspada computer vision syndrome selama WFH. Diakses pada 25 September 2023, dari <https://sehatnegeriku.kemkes.go.id/baca/rilis-media/20211013/1338719/waspada-computer-vision-syndrome-selama-wfh/>

Kompasiana. (2019). Di era digital saat ini, bagaimana eksistensi media cetak? Diakses pada 10 November 2023, dari <https://www.kompasiana.com/savirarmd/5d22030a0d82300f874d95d2/di->

era-digital-saat-ini-bagaimana-eksistensi-media-
cetak?page=2&page_images=1

Mayo Clinic. (2022). Eyestrain. Diakses pada 22 Oktober 2023, dari <https://www.mayoclinic.org/diseases-conditions/eyestrain/symptoms-causes/syc-20372397>

Occupational Health and Safety. (2017) Safety eyewear for computer vision syndrome. Diakses pada 22 Oktober 2023, dari <https://ohsonline.com/Articles/2017/06/01/Safety-Eyewear-for-Computer-Vision-Syndrome.aspx>

Occupational Safety and Health Administration. (n.d.). Work-related musculoskeletal disorders. Diakses pada 20 Oktober 2023, dari <https://www.osha.gov/etools/hospitals/pharmacy/work-related-musculoskeletal-disorders>

Artikel

Chapman, C. (2021, Mei). Color Theory for Designers, Part 1: The Meaning of Color. *Smashing Magazine*. Diakses dari <https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/>

U M N
U N I V E R S I T A S
M U L T I M E D I A
N U S A N T A R A