

DAFTAR PUSTAKA

- [1] Y. A. S. Pratama and S. Suprihadi, "Pengembangan ui/ux berbasis metode design thinking fitur send your waste perusahaan waste4change," *Jurnal Pendidikan Teknologi Informasi (JUKANTI)*, vol. 5, 2022.
- [2] M. A. Muhyidin, M. A. Sulhan, and A. Sevtiana, "Perancangan ui/ux aplikasi my cic layanan informasi akademik mahasiswa menggunakan aplikasi figma," *Jurnal Digit*, vol. 10, 2020.
- [3] Y. P. Savira, I. V. Papatungan, and B. Suranto, "Analisis user experience pada pendekatan user centered design dalam rancangan aplikasi placeplus," *Automata*, vol. 1, 2020.
- [4] "Mengenal Desain UI dan UX: Dasar dan Perbedaan." [Online]. Available: <https://www.domainsia.com/berita/desain-ui-ux-dasar-dan-perbedaan/>
- [5] A. S. Handayani, N. L. Husni, S. Soim, C. Sitompul, A. Nurdin, T. Elektro, and P. N. Sriwijaya, "Pengembangan materi pembelajaran berbasis aplikasi," *Snaptekmas*, vol. 7, 2020.
- [6] "How to Change Your Career from Architecture to UX Design." [Online]. Available: <https://www.interaction-design.org/literature/article/how-to-change-your-career-from-architecture-to-ux-design>
- [7] "Satu tahun switch carrier sebagai ui/ux designer dari 3d visualizer, bagaimana hasilnya?"
- [8] "FINANCIAL GAMIFICATION, APA SIH ITU?" [Online]. Available: <https://qmfinancial.com/2021/01/financial-gamification/#:~:text=Sedangkan%20gamification%2C%20dalam%20bahasa%20Indonesia,dengan%20memanfaatkan%20games%20atau%20permainan>
- [9] J. Majuri, J. Koivisto, and J. Hamari, "Gamification of education and learning: A review of empirical literature," vol. 2186, 2018.
- [10] F. L. Khaleel, N. S. Ashaari, and T. S. M. T. Wook, "The impact of gamification on students learning engagement," *International Journal of Electrical and Computer Engineering*, vol. 10, 2020.
- [11] H. Mahfudah and S. H. W. and Tri Afirianto, "Analisis penerapan gamifikasipadamodel blended learningterhadap hasil pembelajaran desain grafisstudi kasus : Smk negeri 10 malang," *Automata*, vol. 5, 2021.
- [12] Yulyanto and R. Nugraha, "Rancang bangun aplikasi pembelajaran desain grafis berbasis multimedia interaktif," *Bulletin of Information Technology (BIT)*, vol. 3, 2022.

- [13] V. Nathaniel, "Penerapan gamifikasi pada proses belajar matematika untuk anak sekolah dasar untuk meningkatkan motivasi belajar siswa," 2023.
- [14] N. L. P. D. Arini and G. N. S. Agustika, "Aplikasi pembelajaran matematika berbasis pendekatan kontekstual materi bangun datar," *Jurnal Penelitian dan Pengembangan Pendidikan*, vol. 5, 2021.
- [15] a. ardhian ekawijana, berinovs, "Perancangan aplikasimobile learning untuk pembelajaran databasemenggunakan modeladdie," *Journal of Information Technology and Computer Science(INTECOMS)*, vol. 5, 2022.
- [16] F. Sihaloho and Normah, "Perancangan user interface (ui) dan user experince (ux) aplikasi pendistribution alat-alat kesehatan pada perusahaan pt. rekamileniumindo selaras jakarta barat," *Indonesian Journal on Software Engineering (IJSE)*, vol. 9, 2023.
- [17] Y. A. S. Pratama and S. Suprihadi, "Pengembangan ui/ux berbasis metode design thinking fitur send your waste perusahaan waste4change," *Jurnal Pendidikan Teknologi Informasi (JUKANTI)*, vol. 5, 2022.
- [18] E. Krisnanik and T. Rahayu, "Ui/ux integrated holistic monitoring of paud using the tcsd method," *Bulletin of Electrical Engineering and Informatics*, vol. 10, 2021.
- [19] N. Barokati and F. Annas, "Evaluasi rancang bangun aplikasi pembelajaran sejarah proklamasi berbasis android," *Jurnal SISFO : Inspirasi Profesional Sistem Informasi*, vol. 4, 2013.
- [20] R. M. Branch, *Instructional design: The ADDIE approach*, 2010.
- [21] "Addie model." [Online]. Available: <https://www.iseazy.com/glossary/addie-model/>
- [22] Q. Aini, N. Azizah, R. Salam, N. P. L. Santoso, and F. P. Oganda, "Skema kredibilitas sertifikat berbasis ilearning gamifikasi blockchain pada kampus merdeka," *Jurnal Teknologi Informasi dan Ilmu Komputer*, vol. 10, 2023.
- [23] I. H. Sayekti, "Pengembangan gamifikasi pada perangkat smartphone android untuk pembelajaran mahasiswa jurusan manajemen informatika," *Riset dan E-Jurnal Manajemen Informatika Komputer*, vol. 4, no. 1, 2019.
- [24] L. Collou, G. Bruinsma, and M.-E. Iacob2, *ECCBL 2021 - Proceedings of the 15th European Conference on Game Based Learning*, 15th ed. Academic Conferences International, 2021.
- [25] S. Aggarwal, "Modern web-development using reactjs," *International Journal of Recent Research Aspects*, vol. 5, 2018.
- [26] D. Aldo, R. Richo, and Z. Munir, "Aplikasi pelayanan pada klinik kemina dental care berbasis react.js dan database nosql," *Informatika Mulawarman : Jurnal Ilmiah Ilmu Komputer*, vol. 16, 2021.

- [27] Nasution and L. Iswari, "Penerapan react js pada pengembangan frontend aplikasi startup ubaform," *Automata Diseminasi Tugas Akhir Mahasiswa*, vol. 2, 2021.
- [28] P. B. Lowry, J. E. Gaskin, N. W. Twyman, B. Hammer, and T. L. Roberts, "Taking "fun and games" seriously: Proposing the hedonic-motivation system adoption model (hmsam)," *Journal of the Association for Information Systems*, vol. 14, 2013.
- [29] S. F. Sidek, M. H. M. Yatim, S. A. Ariffin, and A. Nurzid, "The acceptance factors and effectiveness of mooc in the blended learning of computer architecture and organization course," *Universal Journal of Educational Research*, vol. 8, 2020.
- [30] R. Likert, "A technique for the measurement of attitudes," *Archives of Psychology*, vol. 140, 1932.
- [31] C. Gellner and I. Buchem, "Evaluation of a gamification approach for older people in e-learning," vol. 1, 2022.
- [32] G. B. Bill, "Gamifikasi Sistem Pembelajaran Kalor dan Perubahan Satuan Menggunakan Octalysis Framework." [Online]. Available: <https://kc.umn.ac.id/id/eprint/27011/>
- [33] "Low Fidelity dan High Fidelity User Interface." [Online]. Available: <https://medium.com/@ganfadhil/low-fidelity-dan-high-fidelity-user-interface-5756c558c6a3>

