

## DAFTAR PUSTAKA

### Buku

Basatha, R. (2022). UI/UX Design: panduan, teori, dan aplikasi. Surabaya: IKADO Press.

Creswell, John W. (2018). *Research Design. Qualitative, Quantitative, and Mixed Methods Approached. 5<sup>th</sup> edition.* Los Angeles: SAGE.

Griffey, J. (2020). Introduction to interactive digital media concept and practice. New York: Routledge.

Landa, R. (2014). Graphic design solution (5th ed.). Boston: Clark Baxter.

Nutrisiany, A. (2020). Dasar desain grafis untuk SMK/MAK Kelas X. Indonesia: Grasindo.

Poulin, R. (2018). The language of graphic design. New York: Rockport Publishers.

Soegaard, M. (2018). The Basic of User experience design: A UX Design Book by the Interaction Design Foundation. IDFMsads.

### Jurnal

Dwi Purwanto, D. (2014). APLIKASI REMINDERPADA ANDROID MOBILEDEVICE. Vol. 20, No. 1.

<https://jurnal.narotama.ac.id/index.php/link/article/view/1650/1120>

Jusuf, H. (2016). Penggunaan Gamifikasi dalam Proses Pembelajaran. Vol. 5 No. 1.

<https://media.neliti.com/media/publications/92772-ID-penggunaan-gamifikasi-dalam-proses-pembe.pdf>

Mulyadi, M. (2011). Penelitian Kuantitatif dan Kualitatif Serta Pemikiran Dasar Menggabungkanya. Jurnal Studi Komunikasi Dan Media. Vol. 15 No. 1.

<https://media.neliti.com/media/publications/134513-ID-penelitiankuantitatif-dan-kualitatif-se.pdf>

Rohmah, Y. (2021). PERANCANGAN USER INTERFACE APLIKASI PENGINGAT POLA HIDUP SEHAT BERBASIS SMARTPHONE.

<https://etd.repository.ugm.ac.id/penelitian/detail/199989>

Rosly, R. M., & Khalid, F. (2017). Gamifikasi: Konsep dan implikasi dalam pendidikan. Pembelajaran Abad ke-21: Trend Integrasi Teknologi, 144, 154.

<https://www.academia.edu/download/51955163/Gamifikasi.pdf>

Scherer, D. (2014). Movie Magic Makes Better Social Robots: The Overlap of Special Effects and Character Robot Engineering. Vol. 3, No. 1.

<https://dl.acm.org/doi/pdf/10.5898/JHRI.3.1.Scherer#:~:text=The%20Companion%20is%20a%20Character,may%20even%20perform%20physical%20labor.>

Somantri, G. R. (2005). Memahami Metode Kualitatif. Makara Human Behavior Studies in Asia, 9(2), 57-65. <https://doi.org/10.7454/mssh.v9i2.122>

Susilo, E. & F. Danang, W. & Hartanto, R. (2018). Perancangan dan Evaluasi *UserInterface* Aplikasi *SmartGrid* Berbasis *MobileApplication*. Vol. 7, No. 2.

<https://journal.ugm.ac.id/v3/JNTETI/article/view/2764/808>

## Website

Amazon, A. (2023). Gamifikasi: Cara Memotivasi dan Membuat Pembelajaran yang Menyenangkan. Lookmedia. Diunduh dari

<https://lookmedia.co.id/gamifikasi/>

Anggraeni, D. (2015). Menjamurnya Malas di Divisi Anak Kos. Kompasiana. Diunduh dari

<https://www.kompasiana.com/diahtika/55003e478133110b1afa7337/menjamurnya-malas-di-divisi-anak-kos>

Annur, C. (2023). Jumlah Pengguna Internet di Indonesia (Januari 2013 – Januari 2023). Databoks. Diunduh dari

<https://databoks.katadata.co.id/datapublish/2023/09/20/pengguna-internet-di-indonesia-tembus-213-juta-orang-hingga-awal-2023#:~:text=Menurut%20laporan%20We%20Are%20Social,on%2Dyear%2Fyoy.>

Ayokuliah. (2020). Sebenarnya, Apa Sih Manfaat ‘Ngekos’ Buat Mahasiswa? Ayokuliah. Diunduh dari

<https://ayokuliah.id/artikel/kampus-lifestyle/sebenarnya-apa-sih-manfaat-ngekos-buat-mahasiswa/>

Bowers, M. (2016). Level Up: A Guide to Game UI. Toptal. Diunduh dari <https://www.toptal.com/designers/gui/game-ui>

Eva, Adelbertha Y. (2021). Home Life Career 5 Dampak Buruk Kerja Keras Tanpa Batas, Produktivitas Ambyar. IDNtimes. Diunduh dari

<https://www.idntimes.com/life/career/eva-yuniarti/5-dampak-buruk-kerja-keras-tanpa-batas-c1c2?page=all>

Fleck, R. (2021). 11 Principles of Design & how to use them. Dribbble. Diunduh dari <https://dribbble.com/resources/principles-of-design>

Frederick, K. (2019). Pahami 5 Penyebab Kenapa Orang Sulit Berubah Menjadi Lebih Baik. IDNtimes. Diunduh dari

<https://www.idntimes.com/life/inspiration/frederick/penyebab-kenapa-orang-sulit-berubah-menjadi-lebih-baik-c1c2?page=all>

Friss, R. (2023). The 5 Stages in the Design Thinking Process. Interaction Design Foundation. Diunduh dari

<https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>

Friss, R. & Siang, T. (2022). The History of Design Thinking. Interaction Design Foundation. Diunduh dari

<https://www.interaction-design.org/literature/article/design-thinking-get-a-quick-overview-of-the-history>

Garlinghouse, R. (2022). If Your Kids Don't Do Chores, You're Doing Them a Disservice — Here's Why. Sheknows. Diunduh dari

<https://www.sheknows.com/parenting/articles/2622552/kids-do-chores/>

Indeed Editorial Team. (2023). 8 Motivating Colors to Feature in Your Work Environment. Indeed. Diunduh dari

<https://www.indeed.com/career-advice/career-development/motivating-colors>

Interaction Design Foundation - IxDF. (2016). What is Usability? Interaction Design Foundation Diunduh dari

<https://www.interaction-design.org/literature/topics/usability>

Meretzky, S. (2001). Building Character: An analysis of Character Creation. Game Developer. Diunduh dari

<https://www.gamedeveloper.com/design/building-character-an-analysis-of-character-creation>

Prasad, RK. (2022). Design Process For Dynamic Visual Assets. Elearningindustry. Diunduh dari

<https://elearningindustry.com/design-process-for-dynamic-visual-assets>

Schillmoeller, B. (2020). The Role of Character Creation in Role Playing Gamification. Diunduh dari

<https://static1.squarespace.com/static/559d3091e4b0271a54af4571/t/5e49c40787b2ad50b4811877/1581892618963/The+Role+of+Character+Creation+in+Role+Playing+Gamification.pdf>

Sharif, K. (2023). Hal yang Perlu Kamu Ketahui Mengenai Batasan Usia Kuliah S1. Sun Education Group. Diunduh dari

<https://suneducationgroup.com/app/sun-media-app/news-app/batasan-usia-kuliah-s1/#:~:text=Umur%20Ideal%20Dalam%20Memasuki%20Semester%20Kuliah&text=Walaupun%20rata%2Drata%20pada%20umur,lebih%20cepat%20ataupun%20lebih%20lambat.>

Singh, A. (2023). Website Design Grids 2023: Rules For Creating Best Website Grids. ImageStation. Diunduh dari

<https://imagestation.com/website-design-grids/>

Suhud, H. (2022). 4 Alasan Metode Pembelajaran Gamifikasi Efektif Meningkatkan Motivasi Belajar Siswa. Naik Pangkat. Diunduh dari

<https://naikpangkat.com/4-alasan-metode-pembelajaran-gamifikasi-efektif-meningkatkan-motivasi-belajar-siswa/>

Techtarget. (2023). What is a mobile UI (mobile user interface)? TechTarget. Diunduh dari

[https://www.techtarget.com/searchmobilecomputing/definition/mobile-UI-mobile-user-interface#:~:text=A%20mobile%20UI%20\(mobile%20user%20interface\)%20is%20the%20graphical%20and,%2C%20features%2C%20content%20and%20functions.](https://www.techtarget.com/searchmobilecomputing/definition/mobile-UI-mobile-user-interface#:~:text=A%20mobile%20UI%20(mobile%20user%20interface)%20is%20the%20graphical%20and,%2C%20features%2C%20content%20and%20functions.)

Worthington, S. (2018). No kidding! Three quarters of children don't do ANY household chores. Dailymail. Diunduh dari

<https://www.dailymail.co.uk/news/article-5514215/Most-children-dont-household-chores-according-new-report.html>