

DAFTAR PUSTAKA

- Adi, S. R. (2024). Pengembangan Sajian Kuliner Tionghoa Khas Kota Bogor dalam Konsep Fine Dining. *Poltekpar NHI Bandung*.
- Griffey, J. V. (2019). *Introduction to interactive digital media: Concept and practice*. Taylor & Francis.
- Ball, K., & Gotsill, G. (2011). *Surviving the baby boomers exodus: Capturing knowledge for Gen X and Gen Y employees*. Boston: Course Technology, a part of Cengage Learning.
- Graver, A., & Ben, J. (2012). *Grid and page layouts: An essentials guide for understanding & applying page design principles*. MA: Rockport Publisher.
- Caddick, R., & Cable, S. (2011). *Communicating the user experience*. United Kingdom: John Wiley & Sons Ltd.
- Pernice, K. (2016, December 18). UX prototypes: Low fidelity vs. high fidelity. *Nielsen Norman Group*. Retrieved from <https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity/>
- Teo, Y. S. (2024, March 1). What is Interaction Design?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/what-is-interaction-design>
- Mcfadyen, R. (2023, November 13). *Why your business needs a professional web development company*. Lead Genera. <https://leadgenera.com/knowledge-hub/web-development/why-your-business-needs-a-professional-web-development-company/>
- Dam, R. F. (2024, March 1). The 5 Stages in the Design Thinking Process. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Pernice, K. (2016, December 18). *UX Prototypes: Low Fidelity vs. High Fidelity*. Retrieved from Nielsen Norman Group: <https://www.nngroup.com/articles/ux-prototype-hi-lo-fidelity/>
- Priharto, Sugi. (2025, January 2). *Media Promosi: Pengertian, Jenis, Tips Memilih, & Mengukur Efektifitasnya*. Kledo Blog. <https://kledo.com/blog/media-promosi/>
- Dam, R. F. and Teo, Y. S. (2024, February 8). Personas – A Simple Introduction. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/personas-why-and-how-you-should-use-them>

Faizin, A. A. (2022, Juni 29). 3 Elemen Dasar Desain visual pada UI design Yang Wajib diketahui. <https://www.dicoding.com/blog/3-elemen-dasar-desain-visual-pada-ui-design->

Interaction Design Foundation - IxDF. (2016, June 2). What is User Interface (UI) Design?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/ui-design>

Fordham, M. J. (2024). Font size guidelines for responsive websites. Retrieved from <https://www.wix.com/studio/blog/font-size>

Soegaard, M. (2024, December 5). UX vs UI: What's the Difference?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/ux-vs-ui-what-s-the-difference>

Jatmiko, A. (2023, Desember 11). Media Promosi Online, Pengertian, Dan Jenis-Jenisnya. <https://katadata.co.id/ekonopedia/istilah-ekonomi/62f46c3408988/media-promosi- online-pengertian-dan-jenis-jenisnya>

Interaction Design Foundation - IxDF. (2016, September 25). What are Wireframes?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/wireframe>

