

DAFTAR PUSTAKA

- Adelugba, A. (2020, September 4). *How the 60-30-10 rule saved the day*. UX Collective. <https://uxdesign.cc/how-the-60-30-10-rule-saved-the-day-934e1ee3fdd8>
- Aeni, S. N. (2023). *Budidaya Cincau dengan Benar agar Pertumbuhannya Maksimal*. Kompas.Com.
- Afrianto, W. F., & Diannita, R. (2022). Having More Plants at Home During the Covid-19 Pandemic: Is It Just Following A Trend? *Jurnal Biologi Tropis*, 22(1), 200–211. <https://doi.org/10.29303/jbt.v22i1.3245>
- Aly, A. H., Andry, A., Zulfahmy, A., Arifin, F., Kumalasari, I., Noviyanti, L., Veranita, M. A., Fahmi, Moch. L., Noruddin, N., Anggraeni, W. F., & Syarofah, Z. (2021). “Apotek Hidup” Sebagai Upaya Peningkatan Kesehatan Masyarakat Dalam Mencegah Penyebaran Covid-19. *Jurnal Pembelajaran Pemberdayaan Masyarakat (JP2M)*, 1(4), 286. <https://doi.org/10.33474/jp2m.v1i4.8762>
- Arania, R., Erza, R. F. Al, Yuwaka, R. L., Lutfia, Q., Citra, P. P., & Purwanto, R. (2021). Pemanfaatan, Budidaya Serta Pengolahan Daun Cincau Pada Pondok Pesantren Raudlatul Ulum di Desa Gedung Ketapang, Lampung Utara. *ANDASIH Jurnal Pengabdian Kepada Masyarakat*, 2(2), 12–18. <https://doi.org/10.57084/andasih.v2i2.627>
- Auliazmi, R., Rudiyanto, G., & Utomo, R. D. W. (2021). Kajian Estetika Visual Interface dan User Experience Pada Aplikasi Ruangguru Aesthetic Studies of Visual Interface And User Experience Of The Ruangguru Application. *Jurnal Seni Dan Reka Rancang: Jurnal Ilmiah Magister Desain*, 4(1), 21–36. <https://doi.org/10.25105/jsrr.v4i1.9968>
- Bleicher, S. (2023). *Contemporary Color* (3rd ed.). Routledge. <https://doi.org/10.4324/9781003242741>
- Brown, M. (2020, June 12). *Marketing 101: What are grids (design)?* Marketing Sherpa Blog. <https://sherpablog.marketingsherpa.com/design-2/marketing-101-what-are-grids-design/>
- Budiyanto, F., Ashriana, A., Joenarni, E., Cahyani, D., Herdajanto, T., Irfan, M., Hakim, Y., & Sigita, D. (2024). Penyuluhan Tanaman Cincau Untuk Meningkatkan Perekonomian Warga Dusun Summersari Desa Mojojajar Kecamatan Kemlagi Kabupaten Mojokerto. *Jurnal Suara Pengabdian* 45, 3(2), 25–35. <https://doi.org/10.56444/pengabdian45.v3i2.1695>

- Bukharla, F. A., & Nursyirwan, N. (2020). Perancangan Aplikasi Android Berbasis Mobile Oleh-Oleh Khas Minangkabau (Minang Pedia). *Gorga : Jurnal Seni Rupa*, 9(2), 281. <https://doi.org/10.24114/gr.v9i2.19981>
- Chemutai, P. (2023, April 25). *12–8–4 Column System for Responsive Grids*. Medium. <https://medium.com/design-bootcamp/12-8-4-column-system-for-responsive-grids-df207a58ebc#:~:text=The%2012%E2%80%938%E2%80%934%20column%20system%20is%20commonly%20used%20in,tablet%20and%20mobile%20screens%2C%20respectively.>
- Chou, Y.-K. (2015). *Actionable Gamification: Beyond Points, Badges and Leaderboards*.
- Creswell, J. W., & Creswell, J. D. (2018) Research Design Qualitative, Quantitative, and Mixed Methods Approaches.
- Cuello, J., & Vittone, J. (2013). *Designing Mobile Apps* (Constanza Mendoza, Trans.).
- Dam, F. R., & Siang, T. Y. (2021). *Design Thinking: Get Started with Prototyping*. Interaction Design Foundation.
- Dam, R. F., & Siang, T. Y. (2023). *Stage 5 in the Design Thinking Process: Test*. Interaction Design Foundation.
- Deacon, P. B. (2020). *Ux And Ui Design Strategy A Step-By-Step Guide On Ux And Ui Design*.
- Ebimbi, S. A., Anwar, S. N., & Soelistijadi, R. (2024). Perancangan Website Sistem Informasi KONI Menggunakan Metode *Design Thinking*. *KLIK: Kajian Ilmiah Informatika Dan Komputer*, 4(6).
- Ekarini, F. (2017). Analisis Desain Website BNI, Bukopin, J.Co Donuts dan McDonalds Menurut Buku “The Principles of Beautiful Web Design.” *Elinvo (Electronics, Informatics, and Vocational Education)*, 2(1), 8–20. <https://doi.org/10.21831/elinvo.v2i1.14489>
- Fathaddin, M. T., Safitri, D. U., Ridaliani, O., Widiyatni, H., Rakhmanto, P. A., Antariksa, Z. N. A., & Wijayanto, D. (2022). Evaluasi Penyuluhan Manfaat Cincau Bagi Kesehatan Dan Kecantikan Pada Masyarakat Kelurahan Curug Kotamadya Bogor. *Jurnal AKAL : Abdimas Dan Kearifan Lokal*, 3(2), 224–230. <https://doi.org/10.25105/akal.v3i2.13873>
- Febrianto, S., Praharsini, F. V., Annas, Z. F., & Hanifa, N. I. (2022). Cyclea barbata L. Miers.: Penggunaan tradisional, fitokimia, dan aktivitas farmakologi. *Sasambo Journal of Pharmacy*, 3(2), 69–82. <https://doi.org/10.29303/sjp.v3i2.178>

- Fitriya, A. P., Rahmawati, N. D., Saadah, K., & Siswanto, J. (2024). Pemanfaatan Multimedia Interaktif Sebagai Inovasi Media Pembelajaran Berbasis Teknologi Pada Pembelajaran Pendidikan Pancasila Kelas Iv Sekolah Dasar. *NUSRA: Jurnal Penelitian Dan Ilmu Pendidikan*, 5(3).
<https://doi.org/10.55681/nusra.v5i3.3232>
- Google. (2024). *Material Design Introduction*. Material Design.
<https://m2.material.io/design/introduction>
- Griffey, J. (2020). *Introduction to Interactive Digital Media*.
- Hammond, S., Pain, H., & Smith, T. J. (2007, May). *Player Agency in Interactive Narrative: Audience, Actor & Author*.
<https://www.researchgate.net/publication/294582628>
- Hartadi, M. G., Swandi, I. W., & Mudra, I. W. (2020). Warna Dan Prinsip Desain *User Interface* (Ui) Dalam Aplikasi Seluler “BUKALOKA.” *Jurnal Dimensi DKV Seni Rupa Dan Desain*, 5(1), 105–119.
<https://doi.org/10.25105/jdd.v5i1.6865>
- Hendra, Afriyadi, H., Tanwir, Hayati, N., Supardi, Laila, S., Prakasa, Y., Hasibuan, R., & Asyhar, A. (2023). *Media Pembelajaran Berbasis Digital*.
- Hunt, R. (2024). *What is the UX Design Process? 5 Steps to Success*. Interaction Design Foundation. https://www.interaction-design.org/literature/article/ux-design-process-guide#step_1:_empathize-3
- Interaction Design Foundation - IxDF. (2016, May 25). *What is Material Design?* Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/material-design>
- Jusuf, H. (2016). Penggunaan Gamifikasi dalam Proses Pembelajaran. *Jurnal TICOM*, 5(1).
- Kusuma, G. P., Wigati, E. K., Utomo, Y., & Putera Suryapranata, L. K. (2018). Analysis of Gamification Models in Education Using MDA Framework. *Procedia Computer Science*, 135, 385–392.
<https://doi.org/10.1016/j.procs.2018.08.187>
- LeBlanc M., Hunicke R., Zubek R. (2004) MDA: A Formal Approach to Game Design and Game Research.
- Malewicz, M., & Malewicz, D. (2021). Designing User Interfaces. Hype4.
- Martyastiadi, Y. S. (2018). The Paradox of Control: Visual Clue vs. Auditory Instruction in Game Designing. *International Journal of Creative and Arts Studies*, 5(2), 35–47. <https://doi.org/10.24821/ijcas.v5i2.2409>
- Meadows, M. (2002). *Pause & Effect: The Art of Interactive Narrative*.

- Mucjal, A. A., Mahardika, G. P., & Suranto, B. (2021). Perancangan Ivent: Aplikasi berbasis Android dengan pendekatan *Design Thinking*. *Automata*, 2(1).
- Munawir, Rofiqoh, A., & Khairani, I. (2024). *Peran Media Interaktif Dalam Meningkatkan Motivasi Belajar Siswa pada Mata Pelajaran SKI di Madrasah Ibtidaiyah*. 9(1). <https://doi.org/10.36722/sh.v9i1.2828>
- Nur, C., & Sabatini, S. N. (2023). Dampak pandemi COVID-19 terhadap peningkatan hobi berkebun. *Productum: Jurnal Desain Produk (Pengetahuan Dan Perancangan Produk)*, 6(1), 15–24. <https://doi.org/10.24821/productum.v6i1.7403>
- Nurmayulis, U., & Hermita, N. (2015). Potensi Tumbuhan Obat Dalam Upaya Pemanfaatan Lahan Pekarangan Oleh Masyarakat Desa Cimenteng Kawasan Taman Nasional Ujung Kulon. *Agrologia*, 4(1). <https://doi.org/10.30598/a.v4i1.210>
- Prasad, P. (2022). *App Design Apprentice*.
- Purnamasari, S. D., & Panjaitan, F. (2020). Pengembangan Aplikasi E-Reporting Kerusakan Lampu Jalan Berbasis Mobile. *Jusikom : Jurnal Sistem Komputer Musirawas*, 5(1), 59–69. <https://doi.org/10.32767/jusikom.v5i1.764>
- Reza, J. S., & Bakri, M. B. (2022). Upaya Pemberdayaan Apotek Hidup Dan Pentingnya Tanaman Obat Dalam Menjaga Imunitas Tubuh Selama Pandemi Covid-19. *Jurnal Riset Dan Pengabdian Masyarakat*, 2(1), 57–66. <https://doi.org/10.22373/jrpm.v2i1.1157>
- Sartika, Anung Rachman, & Asmoro Nurhadi Panindias. (2021). Pemanfaatan AugmentedReality(AR) sebagai Media Promosi Iklan Produk Susu Kedelai Berbasis Filter Instagram. *Journal of Computer Science and Visual Communication Design*, 6(2), 119–126. <https://doi.org/10.55732/jikdiskomvis.v6i2.512>
- Soegaard, M. (2018). *The Basics of User Experience Design*. Interaction Design Foundation. www.dbooks.org
- Suhardi, & Rizkavirwan, D. (2021). Designing Visual User Interface And Experience Mobile Application for UMN Students. *International Conference on Arts and Culture*.
- Tondreau, B. (2019). *Layout Essentials*. Quarto Publishing Group USA Inc.
- Yulianty, Nurcahyani, E., Rosa, E., & Chrisnawati, L. (2022). Pemberdayaan Masyarakat Dusun Iv B Desa Karang Sari Dalam Budidaya Tanaman Cincau Hijau Melalui Program Bank Cincau Di Kecamatan Jatiagung Kabupaten

Lampung Selatan. *SNPPM 5 Universitas Muhammadiyah Metro*, 4, 274–280.
<https://prosiding.ummetro.ac.id/index.php/snppm>

Yuniarti, A. E. (2022, August 25). *5 Cara Menanam Pohon Cincau agar Subur dan Berdaun Rimbun* Artikel ini telah tayang di *Idntimes.com* dengan judul “5 Cara Menanam Pohon Cincau agar Subur dan Berdaun Rimbun.” IDN Times.

Zichermann, G., & Cunningham, C. (2011). *Gamification by Design* (M. Treseler, Ed.; 1st ed.). O'Reilly Media, Inc. www.it-ebooks.info

