

DAFTAR PUSTAKA

- Abidin, Y. (2019). *Konsep Dasar Bahasa Indonesia*. Bumi Aksara. ISBN: 978-602-444-596-6
- Adidah, T. I., Dita, N. E., Isnaini, F., Agustin, D., & Tazkia, N. (2023). Analisis Penggunaan Bahasa Gaul ke Dalam Bahasa Indonesia di Kalangan Siswa Sekolah Dasar. *Jurnal Multidisipliner Kapalamada*, 2(2), 132-138. <https://doi.org/10.62668/kapalamada.v2i02.409>
- Alsswey, A., & Al-Samarraie, H. (2022). User Interface Design Guidelines for Children Mobile Learning Applications. *International Journal of Human-Computer Interaction*, 38(13), 1229-1244. <https://doi.org/10.1080/10447318.2021.2024336>
- Anhar, A., Khoirunnisaa, K., Septianti, L., & Asmawati, M. (2024). Pengaruh Tiktok Terhadap Perkembangan Bahasa di Kalangan Generasi Alpha. *Indo-MathEdu Intellectuals Journal*, 5(5), 6341-6346. <https://doi.org/10.54373/imeij.v5i5.1994>
- Anggini, N., Syaputra, E., & Afifah, Y. N. (2022). Pengaruh Bahasa Gaul (SLANG) Terhadap Bahasa Indonesia pada Generasi Muda. *Jurnal Multidisiplin Dehasen (MUDE)*, 1(3), 143-148. Retrieved from <https://jurnal.unived.ac.id/index.php/mude/article/view/2477>
- Anjani, A., Skinah, M. E., Riesmala, N. Q., Hidayah, R. A., & Fuadin, A. (2025). Dampak Bahasa Slang Pada Komunikasi Sehari Hari Pada Generasi Alphabut. *Jurnal Cakrawala Akademika (JCA)*, 1(5), 1762-1770. <https://doi.org/10.70182/JCA.vli5.12>
- Arianita, E., & Aini, D. F. (2022). Analisis Penggunaan Bahasa Indonesia bagi Kalangan Muda di Media Sosial “Instagram”. *Jurnal Cendikia: Jurnal Ilmu Sosial, Bahasa, dan Pendidikan*, 2(4), 29–39. <https://doi.org/10.55606/cendikia.v2i4.446>
- Asmawati, M., Anhar, A., Khoirunnisaa, K., & Septianti, L. (2024). Pengaruh Tiktok Terhadap Perkembangan Bahasa di Kalangan Generasi Alpha. *Indo-MathEdu Intellectuals Journal*, 5(5), 6341-6346. <https://doi.org/10.54373/imeij.v5i5.1994>
- Atabik, A. (2013). Prospek Dakwah Melalui Media Televisi. *AT-TABSYIR: Jurnal Komunikasi Penyiaran Islam*, 1(2). <https://journal.iainkudus.ac.id/index.php/komunikasi/article/download/429/453>
- Al Khasawneh, M. A., Al-Saleem, M. A., Al-Badarin, M. M., Mahafzah, B. A., & Alghanam, F. (2022). Design and Experience of Mobile Applications: A Pilot Survey. *Mathematics*, 10(14), 2380. <https://doi.org/10.3390/math10142380>

- Badan Pusat Statistik. (2025). *Rata-rata Konsumsi dan Pengeluaran Perkapita Seminggu Menurut Komoditi Makanan dan Golongan Pengeluaran per Kapita Seminggu di Provinsi DKI Jakarta, 2018-2024.*" Retrieved from <https://www.bps.go.id/en/statistics-table/1/MjE2OSMx/rata-rata-konsumsi-dan-pengeluaran-perkapita-seminggu-menurut-komoditi-makanan-dan-golongan-pengeluaran-per-kapita-seminggu-di-provinsi-dki-jakarta--2018-2024.html>)
- Cabello, C. A., Abadiano, M. N., Mabitad, A., Pulma, D. B., & Hipe, A. (2021). Gamification in Education: The Motivation-Exploration-Implementation Theory. *Turkish Online Journal of Qualitative Inquiry*, 12(7), 2356-2369. <https://www.tojqi.net/index.php/journal/article/view/1597>
- Cindana, & Sutarini. (2022). Analisis Penggunaan Kosakata Bahasa Indonesia di Kalangan Generasi Alpha. *Journal of Education and Social Analysis*, 3(3), 43-54. Retrieved from <https://repository.umnaw.ac.id/jspui/handle/123456789/2344>
- Codica. (2020, November 2). *How to Create User-Friendly Website: Key Usability Principles*. Codica Blog. Retrieved from <https://www.codica.com/blog/5-key-website-usability-principles/>
- Craft Supply Co. (n.d.). The magic of special fonts and fancy font text in typography. <https://craftsupply.co/articles/fancy-font/>
- DesignStrategy.guide. (2020, January 27). *What is a design system and how does it align your team to create better products?* DesignStrategy.guide. Retrieved from <https://designstrategy.guide/what-is-a-design-system-and-how-does-it-align-your-team-to-create-better-products/>
- DO-IT, University of Washington. (n.d.). *Universal Design: Process, Principles, and Applications*. University of Washington. Retrieved from <https://www.washington.edu/doit/universal-design-process-principles-and-applications>
- Fadhilah, S., & Yudhaputri, E. (2023). KARAKTERISTIK GENERASI ALPHA: SEBUAH KAJIAN LITERATUR. *Jurnal Obsesi : Jurnal Pendidikan Anak Usia Dini*, 7(4), 4305-4321. <https://doi.org/10.31004/obsesi.v7i4.4907>
- Fadli, R. (2023, November 24). *Tahapan Perkembangan Remaja Usia 10-18 Tahun yang perlu diketahui*. Halodoc. Retrieved from https://www.halodoc.com/artikel/tahapan-perkembangan-remaja-usia-10-18-tahun-yang-perlu-diketahui?srsId=AfmBOoq5BJ9vatg5nUwnBZYWPZx3sfu0Wadlb1tgg0iOnluqZiRy_zb2
- Fadhallah, R. A. (2021). *Wawancara*. UNJ Press. (ISBN: 978-623-7518-49-5)

- Fadilla, S. A., Anggriawan, A., & Alwansyah, Y. (2023). Pengaruh Bahasa Gaul Terhadap Bahasa Indonesia oleh Mahasiswa. *EUNOIA: Jurnal Pendidikan Bahasa Indonesia*, 3(1), 1-9. Retrieved from <https://jurnaltarbiyah.uinsu.ac.id/index.php/eunoia/article/view/2527/1100>
- Febrianti, F. Y. (2021). Penggunaan Bahasa Gaul Terhadap Eksistensi Bahasa Indonesia pada Masyarakat. *Jurnal Ilmu Pendidikan*, 2(1), 43-48. <https://doi.org/10.32696/jip.v2i1.752>
- Gereda, A. (2020). *Keterampilan Berbahasa Indonesia: Menggunakan Bahasa Indonesia secara Baik dan benar*. Edu Publisher.
- Guruinovatif.id. (2024). *Manfaat Menggunakan Media Pembelajaran Interaktif dalam Pembelajaran*. <https://guruinovatif.id/artikel/manfaat-menggunakan-media-pembelajaran-interaktif-dalam-pembelajaran?username=eventguruinovatif>
- Google. (n.d.). *Material Design*. Material Design. (Note: Cited for Material Design principles) <https://material.io/>
- Haynes-Thornburg, K. L. (2024). Using Formative Assessment and Feedback from Student Response Systems (SRS) to Revise Statistics Instruction and Promote Student Growth for All. *Journal of Statistics and Data Science Education*, 32(1), 29-43. <https://doi.org/10.1080/26939169.2024.2321241> [cite: 168, 1226, 1244]
- IDEO.org. (2015). *The field guide to human-centered design*. IDEO.org.
- Irawatie, A., Anggoro, A. D. S., & Balqis, A. H. (2023). Bahasa Gaul Jaksel Sebagai Eksistensi di Kalangan Remaja Jakarta. *Jurnal Sosial dan Humaniora*, 7(1), 24–32. <https://doi.org/10.37817/ikraith-humaniora.v7i1.2262>
- Inayah, J., Arifin, A., Akbar, M., Safitri, Z., Erina, A., & Puspa Arum, D. (2024). Pengaruh Media Sosial Terhadap Perubahan Bahasa Gaul di Kalangan Remaja. *Protasis: Jurnal Bahasa, Sastra, Budaya, dan Pengajarannya*, 3(2), 110-119. <https://doi.org/10.55606/protasis.v3i2.175>
- Interaction Design Foundation - IxDF. (2016, August 31). *What is Visual Hierarchy?* Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/visual-hierarchy>
- International Organization for Standardization. (2019). *Ergonomics of human-system interaction - Part 210: Human-centred design for interactive systems (ISO 9241-210:2019)*. ISO. <https://www.iso.org/standard/77520.html>
- Jadidah, T. I., Dita, N. E., Isnaini, F., Agustin, D., & Tazkia, N. (2023). Analisis Penggunaan Bahasa Gaul ke Dalam Bahasa Indonesia di Kalangan Siswa Sekolah Dasar. *Jurnal Multidisipliner Kapalamada*, 2(2), 132–138. <https://doi.org/10.62668/kapalamada.v2i02.409>

- Kemendikbud.go.id. (2024). *Bahasa Gaul: Kreativitas atau ancaman bagi Bahasa Indonesia?* <https://ditsmp.kemdikbud.go.id/ragam-informasi/article/bahasa-gaul-kreativitas-atau-ancaman-bagi-bahasa-indonesia>
- Kurniawan, S. M., Hawanti, S., & Wijayanti, O. (2020). Problematika dan Strategi Dalam Pembelajaran Bahasa Indonesia Di Kelas Rendah Sekolah Dasar. *Jurnal Riset Pendidikan Dasar*, 1(1), 65–73. <https://jurnalnasional.ump.ac.id/index.php/jrpd/article/view/7933>
- Kumparan. (2024, April 25). *Gen Alpha Tahun Berapa? Ini Penjelasannya*. Kumparan. Retrieved from <https://kumparan.com/berita-hari-ini/gen-alpha-tahun-berapa-ini-penjelasannya-22buLi8y9yw>
- Kriel, E. (2025). Adapting to the New Frontier: The Transformative Role of Academics in Shaping Higher Education. *Acitya: Journal of Teaching & Education*, 7(1). <https://journals.umkt.ac.id/index.php/acitya>
- Larasati, D., & Santoso, H. B. (2022). Implementation of remote design sprint for developing user interface design of mobile application. *Proceeding of 2022 10th International Conference on Cyber and IT Service Management (CITSM)* (pp. 1-6). IEEE. <https://doi.org/10.1109/CITSM56380.2022.9939910>
- Mantri, M. Y., & Ganesha, P. P. (2021). Digitalisasi Bahasa Daerah Sebagai Upaya Meningkatkan Ketahanan Budaya Daerah. *TEXTURA: Jurnal Penelitian dan Pengembangan Ilmu-Ilmu Linguistik, Sosial dan Humaniora*, 2(2), 67–83. <https://journal.piksi.ac.id/index.php/TEXTURA/article/view/540>
- Maulida, U. (2022). Pergeseran Makna Kata pada Komunikasi Generasi Alpha Sebagai Kontestasi Identitas. *Kandai: Jurnal Bahasa dan Sastra*, 11(1), 38-49. <https://doi.org/10.24114/kjb.v11i1.33492>
- Mayer, R. E. (Ed.). (2021). *The Cambridge Handbook of Multimedia Learning* (3rd ed.). Cambridge University Press. <https://doi.org/10.1017/9781108894333>
- Murdiyati, S. (2020). Peranan Bahasa Indonesia dalam Membangun Karakter Generasi Muda Bangsa. *Educatif Journal of Education Research*, 2(3), 25–30. <https://doi.org/10.36654/edukatif.v2i3.21>
- MediaPlus Digital. (2025). *Responsive Web Design: The Comprehensive Guide [2025]*. MediaPlus Digital. Retrieved from <https://mediaplus.com.sg/responsive-web-design/>
- MoldStud.com. (2024, February 9). *Designing for Generation Alpha: UX Research Insights for the Future of Admissions*. MoldStud Articles. <https://moldstud.com/articles/p-designing-for-generation-alpha-ux-research-insights-for-the-future-of-admissions>

- Nasrullah, D., Ramadhani, O. Z., Vanya, V., & Anhar. (2024). Bahasa Gaul, Media Sosial, dan Identitas Generasi Alpha. *Jurnal Pendidikan Bahasa dan Sastra Indonesia*, 13(2), 97-104.
<http://jpbsi.ppj.unp.ac.id/index.php/JPBSI>
- Nasution, A. M. N. (2024). Masa Perkembangan Generasi Alpha: Ditinjau Dari Perspektif Psikologi Perkembangan. *Jurnal Penelitian Pendidikan, Psikologi dan Kesehatan (J-P3K)*, 5(1), 158-164.
<https://doi.org/10.51849/j-p3k.v5i1.302>
- Oyibo, K., & Vassileva, J. (2020). The effect of layout and colour temperature on the perception of tourism websites for mobile devices. *Multimodal Technologies and Interaction*, 4(8). <https://doi.org/10.3390/mti4010008>
- Putri, R., Maruti, S. E., Mustofa, R., Anisa, S. D., & Lestari, T. P. (2024). Memahami Karakteristik Generasi Z dan Generasi Alpha: Kunci Efektif Pendidikan Karakter di Sekolah. *Prosiding Konferensi Ilmiah Dasar*, 320-325. <https://prosiding.unipma.ac.id/index.php/KID/index>
- Pamungkas, S. (2024). *Bahasa Indonesia dalam Berbagai Perspektif*. Penerbit ANDI.
- Ponce, P., Meier, A., Makipaa, M., Smeds, R., & Diez, L. G. (2020). Human-Centered Design for Collaborative Innovation in Knowledge-based Economies. *Technology Innovation Management Review*, 10(9), 16-27.
<http://doi.org/10.22215/timreview/1385>
- Purba, A., & Saragih, A. (2023). Peran Teknologi Dalam Transformasi Pendidikan Bahasa Indonesia di Era Digital. *Jurnal Penelitian*, 3(3), 43–52. <https://doi.org/10.58939/afosj-las.v3i3>
- Putri, N. F. (2020). Pendidikan Karakter Siswa Melalui Pelajaran Bahasa Indonesia. *Jurnal Pendidikan Bahasa Indonesia*, 8(1), 16–24.
<https://dx.doi.org/10.30659/j.8.1>
- Pratiwi, E. I., & Putri, L. D. (2024, July 20). Skibidi, Sigma, dan Rizz, ini 10 Arti Bahasa Gaul Gen Alpha. *Kompas*. Retrieved from:
<https://www.kompas.com/tren/read/2024/07/20/083000765/skibidi-sigma-dan-rizz-ini-10-arti-bahasa-gaul-gen-alpha?page=all>
- Rafiqoh, A. (2023). Pengaruh Bahasa Gaul di Kalangan Siswa Terhadap Penggunaan Bahasa Indonesia. *Education Journal of Indonesia*, 3(1), 1-4.
<https://doi.org/10.30596/eji.v3i1.3189>
- Ramotion Agency. (2025, May 26). *UX Design for Kids: Principles and Recommendations*. Ramotion Blog. <https://www.ramotion.com/blog/ux-design-for-kids/>
- Rizka, A. L., Wijaya, L., & Tanuwidjaja, F. F. (2021). Komunikasi Budaya Penggunaan Bahasa Campur Kode Pada Generasi Milenial Jakarta. *Jurnal*

- Ilmu Komunikasi*, 7(1), 32–44. Retrieved from <https://jurnal.utu.ac.id/jsourc>
- Richardson, J. T. E. (2022). The legibility of serif and sans serif typefaces: Reading from paper and reading from screens. Springer. <https://doi.org/10.1007/978-3-030-90984-0>
- Raw.Studio. (2024, December 30). *Designing UX For Younger Generations: Strategies To Create Engaging User Experiences*. Raw.Studio Blog. Retrieved from <https://raw.studio/blog/designing-ux-for-younger-generations-strategies-to-create-engaging-user-experiences/>
- Sauro, J. R., & Lewis, J. R. (2023). Usability and User Experience: Design and Evaluation. In *Handbook of Human Factors and Ergonomics* (5th ed.). Wiley. <https://www.wiley.com/en-us/Handbook+of+Human+Factors+and+Ergonomics%2C+5th+Edition-p-9781119636090>
- Silverman, D. (2020). *Interpreting qualitative data* (6th ed.). SAGE Publications.
- Sofyaningrum, R., & Putri, T. I. (2024). Pemaknaan dan Penggunaan Bahasa Gaul oleh Gen Alpha dalam Komunikasi Online di Era Society 5.0. *Jurnal Pendidikan Bahasa dan Sastra*, 4(4), 871-886. <https://dmi-journals.org/deiktis/index>
- Sulthon, A. (2023, October 17). *Apa itu website edukasi? Pengertian dan contohnya!* Nevaweb. Retrieved from <https://nevaweb.id/blog/website-edukasi/>
- Syahwardi, F. S., Rosidin, O., Nadofah, & Zahra, R. F. (2024). Penggunaan Bahasa Kekinian pada Anak Usia Dini. *Jurnal Penelitian Pendidikan Bahasa dan Sastra Indonesia*, 9(1), 435-448. <https://doi.org/10.31943/bi.v9i1.651>
- Syahrani, A., & Maknun, L. (2024). Pengaruh Penggunaan Bahasa Gaul di Media Sosial Terhadap Tata Bahasa Anak Sekolah Dasar. *JIPDAS (Jurnal Ilmiah Pendidikan Dasar)*, 4(4). <https://doi.org/10.37081/jipdas.v4i4.2007>
- Smith, B. N. (2024). Considering Color: Applying Psychology to Improve the Use of Color in Digital Interfaces. *Advances in Journalism and Communication*, 12(1), 1-15. <https://doi.org/10.4236/ajc.2024.121001>
- Situmorang, R., Manalu, R. S., Napitupulu, K. R., & Tansliova, L. (2024). Dampak Media Sosial Terhadap Penggunaan Bahasa Gaul di Aplikasi Tiktok Pada Remaja. *Semantik: Jurnal Riset Ilmu Pendidikan, Bahasa Dan Budaya*, 2(2), 281-289. <https://doi.org/10.61132/semantik.v2i2.668>
- Teye, V. Q. N., & Esseku, J. F. (2023). The psychology of colour in design: Understanding the emotional impact of colour choices. *IOSR Journal of Humanities and Social Science*, 28(6), 51-55. <https://doi.org/10.9790/0837-2806035155>

- Team EMB. (2023, November 17). *What is an informational website? Explained*. EMB Global. Retrieved from <https://blog.emb.global/informational-website-explained/>
- The Education Hub. (2021, March 3). *An introduction to cognitive load theory*. The Education Hub. Retrieved from <https://theeducationhub.org.nz/an-introduction-to-cognitive-load-theory/>
- Touchstone Research. (2025, January 24). *Understanding Generation Alpha: How Touchstone Research Can Help You Connect With Tomorrow's Consumers*. Touchstone Research. <https://touchstoneresearch.com/understanding-generation-alpha-how-touchstone-research-can-help-you-connect-with-tomorrows-consumers/>
- Yadav, A. K., & Singh, S. K. (2024). User Interface Design and Usability in Information Systems. *International Journal of Information Management Data Insights*, 4(1), 100221. <https://doi.org/10.1016/j.ijime.2023.100221>
- Wahyono, H., Purwanto, A., & Prastowo, A. (2024). Enhancing student engagement in HCI courses through gamified mobile learning interfaces: A case study of prototype designs. *International Journal of Information and Education Technology*, 15(4), Article No. 2287. <https://www.ijiet.org/vol15/IJiet-V15N4-2287.pdf>
- Wahyujati, B. B. (2022). *Metode Perancangan: Rangkuman Teori dan Aplikasi*. Sanata Dharma University Press.
- World Wide Web Consortium. (2023, October 5). *Web Content Accessibility Guidelines (WCAG) 2.2*. W3C Recommendation. <https://www.w3.org/TR/WCAG22/>
- Wahyudi, A., et al. (2023). Evaluasi Implementasi Program Siberkreasi: Studi Kasus di 5 Provinsi. *Jurnal Teknologi Pendidikan Indonesia*, 8(2), 112-128. <http://lib.lemhannas.go.id/public/media/catalog/0010-092400000000101/swf/7866/87%20-%20Tri%20Haksoro.pdf>
- Zhang, M., Teng, L., Xie, C., Wang, X., & Foti, L. (2025). Serif or sans serif typefaces? The effects of typefaces on consumers' perceptions of activity and potency of brand logos. *European Journal of Marketing*, 59(4), 879-922. <https://doi.org/10.1108/EJM-06-2023-0497>