

BIBLIOGRAPHY

- 1902 Software Team. (2023). What is interactive design and why is it important. 1902 Software. <https://1902software.com/design/resources/interactive-design/>
- Andersson, A. (2021). How to Design a User-friendly Mobile User Interface with the Power of Visual Usability. 1–58. https://www.theseus.fi/bitstream/handle/10024/356451/Andersson_Annika.pdf?sequence=2&isAllowed=y
- Android Developers. (2025). Work with fonts. <https://developer.android.com/develop/ui/compose/text/fonts>
- Badan Pusat Statistik Provinsi Banten. (2024). Upah Minimum Kabupaten/Kota per Bulan di Provinsi Banten (Rupiah), 2023. <https://banten.bps.go.id/id/statistics-table/2/MTg1IzI=/upah-minimum-kabupaten-kota-per-bulan-di-provinsi-banten.html>
- Bruton, L. (2022). What are UX personas and what are they used for?. UX Design Institute. <https://www.uxdesigninstitute.com/blog/what-are-ux-personas/>
- Color Harmony. (2024). IxDF.
- Design Principles. (2024). IxDF.
- Darmawan, A.D. (2025). Statistik Persentase Penduduk Miskin di Kota Jakarta Utara 2015-2024. Katadata Media Network. <https://databoks.katadata.co.id/demografi/statistik/47474c5165b09aa/6-44-penduduk-di-kota-jakarta-utara-masuk-kategori-miskin>
- Dam, R. F., & Siang, T. Y. (2025). Empathy Map – Why and How to Use It.
- Furnham, A., Treglown, L., & Horne, G. (2020). The Psychology of Queuing. *Psychology*, 11, 480-498. <https://doi.org/10.4236/psych.2020.113033>
- Dennis, Charles, Brakus, Josko J., Gupta, Suraksha and Alamanos, Eleftherios (2014). *The effect of digital signage on shoppers' behavior: The role of the evoked experience*. *Journal of Business Research*, 67 (11). pp. 2250-2257. ISSN 0148-2963.
- Huang, T. (2024). FEAD: Figma-Enhanced App Design Framework for Improving UI/UX in Educational App Development. 7. <https://doi.org/https://doi.org/10.48550/arXiv.2412.06793>
- IxDF. (2016). *What is Design Thinking (DT)?* Interactive Design Foundation. <https://www.interaction-design.org/literature/topics/design-thinking>
- IxDF. (2018). *High-Fidelity Prototypes*.
- Interaction Design Foundation. (2018). The basics of user experience design. In Interaction Design Foundation.

- Interaction Design Foundation - IxDF. (2020). The Heart of the Matter, Information Architecture in the Mobile Age. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/article/the-heart-of-the-matter-information-architecture-in-the-mobile-age>
- IxDF. (2019). What are Flowcharts in UX/UI Design?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/flowcharts>
- IxDF. (2016). What is Information Architecture (IA)?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/information-architecture>
- IxDF. (2016). What are Customer Journey Maps?. Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/customer-journey-map>
- Jati, R.P. (2024). Warga Miskin Tetap Bertahan di Tengah Keterbatasan. Kompas.id. <https://www.kompas.id/baca/metro/2024/06/19/warga-miskin-tetap-bertahan-di-tengah-keterbatasan>
- Landa, R. (2019). *Graphic Design Solutions 6th edition*.
- Nagel, L. (2020). The influence of the COVID-19 pandemic on the digital transformation of work. *International Journal of Sociology and Social Policy*, Vol. 40 No. 9/10, pp. 861-875. <https://doi.org/10.1108/IJSSP-07-2020-0323>
- Malewicz, M., & Malewicz, D. (2020). *Designing User Interfaces* (2 ed.). https://www.designingui.com/designing_interfaces_12_x.pdf
- Mann, L. (1969). Queue Culture: The Waiting Line as a Social System. *American Journal of Sociology*, 75(3), 340–354. <http://www.jstor.org/stable/2775696>
- Rica El Chidtian, A. S. C., Nisa, D. A., & Dewi, R. S. (2021). Kampanye Pentingnya Gerakan 5m Di Kawasan Wisata.
- Rohmah, E. (2022). PENGELOLAAN RUANG PUBLIK (STUDI KASUS PEMBANGUNAN ALUN-ALUN LAMONGAN). *HUMANIS: Jurnal Ilmu-Ilmu Sosial Dan Humaniora*, 14(1), 46-54. <https://doi.org/https://doi.org/10.52166/humanis.v14i1.2832>
- Sharp, H., Rogers, Y., & Preece, J. (2019). *Interaction Design*.
- Soemirat, S., & Suryana, A. (2014). Falsafah dan Konsep-konsep Dasar Komunikasi Persuasif. *Komunikasi Persuasif*, 1–41. <http://repository.ut.ac.id/id/eprint/4495>
- Sugiyama, K., & Andree, T. (2010). *The Dentsu Way*.
- Zeegen, L. (2020). The Fundamentals of Illustration. In *The Fundamentals of Illustration*. <https://doi.org/10.5040/9781474240468>