

DAFTAR PUSTAKA

- Adib, M. (2023, Agustus 26). *Paradox of Choice: Banyak Opsi Malah Bikin Pusing Sendiri*. <https://mojok.co/terminal/paradox-of-choice-banyak-opsi-malah-bikin-pusing-sendiri/>
- Ameliah, R., Negara, R. A., & Rahmawati, I. (2021). *Status Literasi Digital di Indonesia 2021*.
- Arafat, M., Trimarsiah, Y., Susantho, H., & Redaksi, D. (2022). INFORMATIKA DAN TEKNOLOGI (INTECH) Rancang Bangun Sistem Informasi Pemesanan Online Percetakan Sriwijaya Multi Grafika Berbasis Website INFORMASI ARTIKEL A B S T R A K. *JURNAL INTECH*, 3(2), 6–11.
- Beard, Jason., & Walker, Alex. (2020). *The principles of beautiful Web design*. SitePoint.
- Bryson. (2022, Oktober 30). *60–30–10 Rule: How to choose colors for your UI design*. Medium. <https://medium.com/design-bootcamp/60-30-10-rule-how-to-choose-colors-for-your-ui-design-713b3d4c1445>
- Chechique, E. (2024, Juli 31). *Types of buttons in UI design: Best practices and examples*. LogRocket. <https://blog.logrocket.com/ux-design/types-of-buttons-in-ui-design/>
- Edwards, S. (2022, Mei 26). *UX UI tips: A guide to creating buttons*. Medium. <https://medium.com/make-it-clear/ux-ui-tips-a-guide-to-creating-buttons-13e3e5534fdd>
- Evi, R. (2024, September 9). *5 Kelebihan Skema Warna Analog untuk Desain Grafis*. jasalogo.id. <https://jasalogo.id/artikel/5-kelebihan-skema-warna-analog-untuk-desain-grafis>
- Gupta, M. K., Dresden, T. U., & Hatzikirou, H. (2024). *Entropy-driven decision-making dynamics sheds light on the emergence of the “paradox of choice.”* <https://doi.org/10.48550/arXiv.2406.16051>
- Hannah, J. (2023, April 11). *How to use grids in web design: 5 golden rules*. UX Design Institute. <https://www.uxdesigninstitute.com/blog/how-to-use-grids-in-web-design/>
- IDEO. (2015). *The Field Guide to Human-Centered Design*.
- Interaction Design Foundation. (2016a, Juni 1). *User Experience (UX) Design*. Interaction Design Foundation. <https://www.interaction-design.org>

- design.org/literature/topics/ux-design?srsltid=AfmBOor8wkgP6baaU2Th-suQfmFjTvcNrDwqQUg8wp83RDKIQw_lptUx
- Interaction Design Foundation. (2016b, November 7). *Navigation in UX/UI Design*. Interaction Design Foundation. https://www.interaction-design.org/literature/topics/navigation?srsltid=AfmBOorrQsFa0nEykL7gT_AqnbhD93GZUHSlhTMMYqxGueYkyx22AjLq
- Interaction Design Foundation. (2021, Juni 14). *Human-Centered Design (HCD)*. Interaction Design Foundation. <https://www.interaction-design.org/literature/topics/human-centered-design>
- Jamilah, Y. S., & Padmasari, A. C. (2022). *PERANCANGAN USER INTERFACE DAN USER EXPERIENCE APLIKASI SAY.CO. 9*. <https://ojs.unm.ac.id/tanra/>
- Landa, R. (2018). *Graphic Design Solutions 6th Edition* (6 ed.).
- Lernka. (2023, November 10). *The Paradox of Choice and How to Beat It*. Medium. <https://medium.com/age-of-awareness/the-paradox-of-choice-and-how-to-beat-it-ee976cf9940>
- Olson, L. (2024, November 21). *Choosing a Color Scheme for your Website that doesn't suck*. Pagecloud. <https://www.pagecloud.com/blog/choosing-a-color-scheme-for-your-website-that-doesnt-suck>
- Paduraru, E. (2022, April 11). *Top 5 Tips for Creating Awesome Buttons*. Creative Tim. <https://www.creative-tim.com/blog/educational-ui-ux/top-tips-for-creating-awesome-buttons/>
- Permana, M. Z., Meilina, D., & Astuti, F. (2021). GAMBARAN KESEPIAN PADA EMERGING ADULTHOOD. *Jurnal Psikologi Proyeksi*, 16(2), 133–142.
- Pilat, D., & Krastev, S. (2021a). *Choice Overload*. The Decision Lab. <https://thedecisionlab.com/reference-guide/psychology/choice-overload>
- Pilat, D., & Krastev, S. (2021b). *The Paradox of Choice*. The Decision Lab. <https://thedecisionlab.com/reference-guide/economics/the-paradox-of-choice>
- Reill, A. (2023, Desember 5). *A Simple Way to Make Better Decisions*. Harvard Business Review. <https://hbr.org/2023/12/a-simple-way-to-make-better-decisions>
- Saputro, E., Syarieff, A., Drajatno, R., & Utomo, W. (2023). *Graphical User Interface dalam Perspektif Pelindungan Desain Industri di Indonesia*. Saputro, Syarieff. 6(2), 2023. <https://doi.org/10.25105/jsrr.v6i2.17553>

- Sari, R. P. (2024, Februari 10). *Top 5: Kota dengan Internet Tercepat di Indonesia*. Cloud Computing Indonesia.
<https://www.cloudcomputing.id/berita/top-5-kota-internet-tercepat>
- Stevens, E. (2023, Januari 17). *7 principles of icon design all UI Designers should follow*. UX Design Institute. <https://www.uxdesigninstitute.com/blog/7-principles-of-icon-design/>
- Tidwell, J., Brewer, C., & Valencia, A. (2020). *Designing Interfaces Patterns for Effective Interaction Design*.
- Vdovchenko, N. (2022, Maret 10). *How to design an interface icon from scratch*. Medium. <https://uxplanet.org/how-to-design-an-interface-icon-from-scratch-6ab5c45fb6da>
- Wardhana, A., & Iba, Z. (2024). *Teknik Pengumpulan Data Penelitian*.
<https://www.researchgate.net/publication/382060598>
- Wijaya, P. Y. (2004). *TIPOGRAFI DALAM DESAIN KOMUNIKASI VISUAL*.
<http://puslit.petra.ac.id/journals/design/>
- Winurini, S. (2023). *PENANGANAN KESEHATAN MENTAL DI INDONESIA*.

