

## DAFTAR PUSTAKA

- Al Bukhori, M. H., Bastari, R. P., & Razi, A. A. (2023). *PERANCANGAN USER INTERFACE WEBSITE INTERAKTIF SEBAGAI MEDIA PEMBELAJARAN TENTANG PLAGIARISME VISUAL*, 10(2).
- Al-Hunaiyyan, A., Alhajri, R., Alghannam, B., & Al-Shaher, A. (2021). Student information system: Investigating user experience (UX). *International Journal of Advanced Computer Science and Applications*, 12(2). <https://doi.org/10.14569/ijacsa.2021.0120210>
- Alao, O. D., Priscilla, E. A., Amanze, R. C., Kuyoro, S. O., & Adebayo, A. O. (2022). User-centered/User experience Uc/Ux *design thinking* approach for designing a University information management system. *Ingénierie des systèmes d'information*, 27(4), 577-590. <https://doi.org/10.18280/isi.270407>
- Arnesia, P. D., & Pratama, N. A. (2022). *Aplikasi Artificial Intelligence Untuk Mendeteksi Objek Berbasis Web Menggunakan Library Tensorflow Js, React Js Dan Coco Dataset*. *JSiI (Jurnal Sistem Informasi)*.
- Azarenkov, V. I., & Svintsova, D. O. (2023). *Analysis of trends in UI/UX interface development and their impact on future user experience*.
- Barboza, L. G., Dick Vethaak, A., Lavorante, B. R., Lundebye, A., & Guilhermino, L. (2018). Marine microplastic debris: An emerging issue for food security, food safety and human health. *Marine Pollution Bulletin*, 133, 336-348. <https://doi.org/10.1016/j.marpolbul.2018.05.047>
- Bhaskar, N. U., Naidu, P. P., & Babu, S. R. C. (2011). *General principles of user interface design and websites*. *International Journal of User interface*, 3(1),

21-33.

<https://www.cscjournals.org/manuscript/Journals/IJSE/Volume2/Issue3/IJSE-54.pdf>

Calero, M., Godoy, V., Quesada, L., & Martín-Lara, M. Á. (2021). Green strategies for microplastics reduction. *Current Opinion in Green and Sustainable Chemistry*, 28, 100442. <https://doi.org/10.1016/j.cogsc.2020.100442>

Creswell, J. W. (2014). *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches* (4th ed.). SAGE Publications.

Dam, R. F., & Siang, T. Y. (2021). *What is design thinking and why is it so popular?*

Dang, L. (2019). *Visual branding: A guide to designing visual identity: Case: Plannr.eu*. Theseus.

Dewi, R., Janitra, P. A., Janitra, P. A., Aristi, N., & Aristi, N. (2018). Pemanfaatan internet Sebagai Sumber Informasi Kesehatan Bagi Masyarakat. *Media Karya Kesehatan*, 1(2). <https://doi.org/10.24198/mkk.v1i2.18721>

EuroPlas. (2023, November 21). How to avoid microplastics in food. <https://europas.com.vn/en-US/blog-1/how-to-avoid-microplastics-in-food>

Ejaz, A., Syed, D., Yasir, M., & Farhan, D. (2019). Graphic user interface design principles for designing augmented reality applications. *International Journal of Advanced Computer Science and Applications*, 10(2). <https://doi.org/10.14569/ijacsa.2019.0100228>

Haefner, N. A. (2020). *Ubiquitous Design: A Study of Popular Fonts and Typographic Understanding*.

Hamidli, N. (2023). *Introduction to UI/UX design: key concepts and principles*. Academia.

Handoyo, R., Santoso, L. W., & Setiawan, A. (2019). *Real-time BPMN website menggunakan teknologi MERN stack*. Jurnal Infra.

Hennink, M. M. (2014). *Understanding focus group discussions*. Oxford University Press, USA.

Hsu, C., & Shiau, H. (2013). The visual web user interface design in augmented reality technology. *International Journal of Advanced Computer Science and Applications*, 4(2). <https://doi.org/10.14569/ijacsa.2013.040218>

Hussain, K. A., Romanova, S., & Okur, I. (2023). *Assessing the release of microplastics and nanoplastics from plastic containers and reusable food pouches: implications for human health*. *Environmental Science & Technology*.

Ilham, H., Wijayanto, B., & Rahayu, S. P. (2021). *Analysis and design of user interface/User experience with the design thinking method in the academic information system of Jenderal Soedirman University*. *Jurnal Teknik Informatika (Jutif)*.

*Indonesia Gen Z report: Understanding and uncovering the behavior, challenges and opportunities*. (2024). IDN Research Institute.

Ishaq, F. F. (2019). *Seni ilustrasi post-modern*. Academia.edu.

Joscelyn, P. M. (2023) *Perancangan Website Mengenai Diet Intermittent Fasting bagi Remaja Akhir Perempuan*. Bachelor Thesis thesis, Universitas Multimedia Nusantara.

- Khast, P. (2017). *UX/UI Design Process for a Peer to Peer Financial Platform*.
- Kuo, L., Chang, T., & Lai, C. (2022). Affective psychology and color display of interactive website design. *Displays*, 71, 102134. <https://doi.org/10.1016/j.displa.2021.102134>
- Larysa, N., & Marta, S. (2019). *Design thinking* approaches in it projects. CEUR Workshop Proceedings, 2856, 45–47.
- Lashin, M. M. A., & Helmy, A. P. D. W. M. (2021). *Features of New Design Principles for Mobile Applications UI/UX for Smartphones*. MMAF Journal.
- Lestari, B. C., & Munib, J. A. (2022). *Designing motion graphics as a zero waste lifestyle campaign media for the Indonesian people*.
- Listya, A. (2018). Konsep Dan Penggunaan Warna dalam Infografis. *Jurnal Desain*, 6(01), 10. <https://doi.org/10.30998/jurnaldesain.v6i01.2837>
- Loiacono, E. T., & Watson, R. T. (2002). *WebQual: A measure of website quality*. Marketing Theory and Practice.
- Lusher, A., Hollman, P., & Mendoza-Hill, J. (2018). *Microplastics in fisheries and aquaculture:: Status of knowledge on their occurrence and implications for aquatic organisms and food safety*. Food & Agriculture Org.
- Maharani, D., Helmiah, F., & Rahmadani, N. (2021). Penyuluhan Manfaat Menggunakan internet Dan website Pada masa Pandemi COVID-19. *Abdiformatika: Jurnal Pengabdian Masyarakat Informatika*, 1(1), 1-7. <https://doi.org/10.25008/abdiformatika.v1i1.130>

- 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, Mark. (2003). *Pause & Effect: The Art of Interactive Narrative*.
- Meilani, M. (2013). Teori Warna: Penerapan Lingkaran Warna dalam Berbusana. *Humaniora*, 4(1), 326. <https://doi.org/10.21512/humaniora.v4i1.3443>
- Meyliana, A., & Safitri, L. A. (2023). Aplikasi Metode Rapid Application Development (RAD) dalam Perancangan Website PT Sovva Kreasi Indonesia. *Indonesian Journal of Networking and Security*, 2023.
- Microplastics are everywhere — we need to understand how they affect human health. (2024). *Nature Medicine*, 30(4), 913-913. <https://doi.org/10.1038/s41591-024-02968-x>
- Myszograj, M. (2020). *Microplastic in food and drinking water-environmental monitoring data*. *Civil and Environmental Engineering Reports*.
- Ng, C. H., Mistoh, M. A., Teo, S. H., & Galassi, A. (2023). *Plastic waste and microplastic issues in Southeast Asia*.
- Ou, Y. (2019). *Typography and its implementation on websites*.
- Oulasvirta, A., Dayama, N. R., & Shiripour, M. (2020). *Combinatorial optimization of graphical user interface designs*. *Proceedings of the ..., 2020 - ieeexplore.ieee.org*.
- Paneru, B., Paneru, B., Poudyal, R., & Bikram Shah, K. (2024). Exploring the nexus of *user interface* (UI) and user experience (UX) in the context of emerging

trends and customer experience, human computer interaction, applications of artificial intelligence. *International Journal of Informatics, Information System and Computer Engineering (INJIISCOM)*, 5(1), 102-113. <https://doi.org/10.34010/injiiscom.v5i1.12488>

Permana, A. (2021, December 1). *Mikroplastik: Plastik Tak Kasat mata dengan Bahaya Yang Mengancam Nyata* -. Institut Teknologi Bandung. <https://www.itb.ac.id/berita/detail/58303/mikroplastik-plastik-tak-kasat-mata-dengan-bahaya-yang-mengancam-nyata>

Permana, R., Rizal, A., & Hasan, Z. (2020). *Plastic Consumption in Group of Teens and Young Adults from Pangandaran District, Indonesia: A Glimpse of Environmental Awareness among the Locals*.

Poon, S. (2021). *Typography Design's New Trajectory Towards Visual Literacy for Digital Mediums*. *Studies in Media and Communication*.

Pradana, A. R., & Idris, M. (2021). Implementasi User Experience Pada Perancangan *User interface* Mobile E-learning Dengan Pendekatan *Design thinking*. *Automata*, 2(2). Retrieved from <https://journal.uui.ac.id/AUTOMATA/article/view/19447>

Putra, I. S., Ferdinandus, F., & Bayu, M. (2019). Sistem Pendukung Keputusan Pemilihan Paket Pernikahan Dengan Metode saw Berbasis web. *CAHAYATECH*, 8(2), 136. <https://doi.org/10.47047/ct.v8i2.50>

Rahmatullah, S., Purnia, D. S., & Triasmoro, R. (2019). *Analisis Kualitas Website Sekolah North Jakarta Intercultural School dengan Metode Webqual 4.0*, 19(2), 158.

- Ranjan, V. P., Joseph, A., & Goel, S. (2021). Microplastics and other harmful substances released from disposable paper cups into hot water. *Journal of Hazardous Materials*, 404, 124118. <https://doi.org/10.1016/j.jhazmat.2020.124118>
- Rider, R. M. (2010). Color psychology and graphic design applications. chrome-extension://efaidnbmnnnibpcajpcglclefindmkaj/<https://digitalcommons.liberty.edu/cgi/viewcontent.cgi?article=1118&context=honors>
- Ritonummi, S. (2020). *User experience on an ecommerce website: A case study*.
- Sanawiah, S., & Hartiningsih, W. B. (2020). *Sistem Informasi Verifikasi Dan Validasi Penempatan Jabatan Pelaksana Pada Pemerintah Provinsi Dki Jakarta*, 11(1).
- Saputra, D., & Kania, R. (2022). *Designing User interface of a Mobile Learning Application by Using a Design thinking Approach: A Case Study on UNI Course*. *Journal of Marketing*.
- Saputra, P., Saputra, Z. R., & Karnadi. (2024). PERANCANGAN USER INTERFACE DAN USER EXPERIENCE ADMINISTRASI DESA DI KAYU AGUNG MENGGUNAKAN BALSAMIQ. *Kohesi: Jurnal Multidisiplin Saintek*, 2(12), 86-96. <https://ejournal.warunayama.org/kohesi>
- Sebe, N. (2009). Multimodal interfaces: Challenges and perspectives. *Journal of Ambient Intelligence and Smart Environments*, 1(1), 23-30. <https://doi.org/10.3233/ais-2009-0003>



- Shamsudin, C. M. (2024). Attention at a glance: Giving back the pleasure of reading to Millennials. *Proceedings of the International Conference on Languages and Communication (ICLC)*, 82–86. University Sultan Zainal Abidin
- Sharma, R., & Kaushik, H. (2021). Micro-plastics: An invisible danger to human health. *CGC International Journal of Contemporary Technology and Research*, 3(2), 182-186. <https://doi.org/10.46860/cgcijctr.2021.06.31.182>
- Siniscalco, M. T., & Auriat, N. (2005). *Questionnaire design*. UNESCO International Institute for Educational Planning.
- Smith, C., Goss, H. R., Issartel, J., & Belton, S. (2021). *Health literacy in schools? A systematic review of health-related interventions aimed at disadvantaged adolescents. Children.*
- Sosa-Tzec, O., & Stolterman Bergqvist, E. (2021). *Delight by motion: investigating the role of animation in microinteractions.*
- Stewart, C., & Cash, W. (2010). *Interviewing: Principles and practices*. McGraw-Hill Education.
- SURENTU, Y. Z., Warouw, D. M. D., & Rembang, M. (2020). PENTINGNYA WEBSITE SEBAGAI MEDIA INFORMASI DESTINASI WISATA DI DINAS KEBUDAYAAN DAN PARIWISATA KABUPATEN MINAHASA. *ACTA DIURNA KOMUNIKASI*, 2(4). <https://ejournal.unsrat.ac.id/v3/index.php/actadiurnakomunikasi/article/view/31117>
- Susanti, I. D., & Sulistiadi, W. (2021). Efektivitas *website* Rumah Sakit Sebagai media Informasi era Pandemi. *Jurnal Manajemen dan Administrasi Rumah Sakit Indonesia (MARSİ)*, 5(2), 151-155. <https://doi.org/10.52643/marsi.v5i2.1379>



- Sutcliffe, A. (2010). *Designing for user engagement. Synthesis Lectures on Human-Centered Informatics*. <https://doi.org/10.1007/978-3-031-02188-6>
- Tham, J., & Thominet, L. (2022). Introduction to *design thinking* & Keywords. *Keywords in Design thinking: A Lexical Primer for Technical Communicators & Designers*, 3-17. <https://doi.org/10.37514/tpc-b.2022.1725.1.3>
- Thominet, L. (2022). Ideating a new program: Implementing *design thinking* approaches to develop program student learning outcomes.
- Utami, S. (2024, September 9). *Tanda Bahaya! Keberadaan Mikroplastik Dan Plastik Di Tubuh Kita*. Greenpeace Indonesia. <https://www.greenpeace.org/indonesia/cerita/59154/tanda-bahaya-keberadaan-mikroplastik-dan-plastik-di-tubuh-kita/>
- Vitali, C., Peters, R., Janssen, H., & Nielen, M. W. (2022). Microplastics and Nanoplastics in food, water, and beverages; Part I. Occurrence. *SSRN Electronic Journal*. <https://doi.org/10.2139/ssrn.4061397>
- Widyastuti, R. (2020). Rancang bangun sistem informasi inventory boneka berbasis web. *PROSISKO: Jurnal Pengembangan Riset dan Observasi Sistem Komputer*, 7(2), 96-101. <https://doi.org/10.30656/prosisko.v7i2.2316>
- Ya-feng, N., Jin, L., Jia-qi, C., Wen-jun, Y., Hong-rui, Z., Jia-xin, H., Lang, X., Jia-hao, W., Guo-rui, M., Zi-jian, H., Cheng-qi, X., Xiao-zhou, Z., & Tao, J. (2022). Research on visual representation of *icon* colour in eye-controlled systems. *Advanced Engineering Informatics*, 52, 101570. <https://doi.org/10.1016/j.aei.2022.101570>

- Yang, F., & Shen, F. (2019). Involvement without Knowledge Gain: A Meta-Analysis of the Cognitive Effects of *Website* Interactivity. *Journal of Broadcasting & Electronic Media*, 63, 211 - 230.  
<https://doi.org/10.1080/08838151.2019.1622341>.
- Yousefi, A., Attar, H. M., & Yousefi, Z. (2024). *Investigating the release of microplastics from tea bags into tea drinks and human exposure assessment*.
- Yue, Z., Liu, X., Mei, T., Zhang, Y., Pi, F., Dai, H., Zhou, Y., & Wang, J. (2023). Pre-washing reduce the microplastics in tea infusions released from filter bags: Quantitative evidences based on Raman imaging and py-gc/Ms.  
<https://doi.org/10.2139/ssrn.4566527>
- Zhao, X., & You, F. (2024). Microplastic human dietary uptake from 1990 to 2018 grew across 109 major developing and industrialized countries but can be halved by plastic debris removal.  
<https://doi.org/10.1021/acs.est.4c00010.s001>

