

## DAFTAR PUSTAKA

- [1] R. Sieger, J. DeLoache and N. Eisenberg, *How Children Develop*, 3rd ed., New York: Worth Publisher, 2011.
- [2] W. O. Galitz, *The Essential Guide to User Interface Design*, 2nd ed., Canada: John Wiley & Sons, Inc, 2002.
- [3] A. Cooper, R. Reimann and D. Cronin, *About Face 3 The Essentials of Interaction Design*, Canada: Wiley Publishing, Inc. , 2007.
- [4] D. Diaper and N. A. Stanton, *The Handbook of Task Analysis for Human-Computer Interaction*, London: Lawrence Erlbaum Associates, Inc., 2004.
- [5] S. Raharjo, "Cara melakukan uji validitas Product momen dengan spss," *SPSS Indonesia*, 30 januari 2014. [Online]. Available: <http://www.spssindonesia.com/2014/01/uji-validitas-product-momen-spss.html>. [Accessed 20 Agustus 2017].
- [6] S. Raharjo, "Cara Melakukan Uji reliabilitas Alpha Cronbach's dengan Menggunakan SPSS," *SPSS Indonesia*, 30 Januari 2014. [Online]. Available: <http://www.spssindonesia.com/2014/01/uji-reliabilitas-alpha-spss.html>. [Accessed 20 Agustus 2017].
- [7] A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda, "Usability Measurement: A Roadmap for a Consolidated Model".
- [8] M. Prensky, "Digital Natives, Digital Immigrants," *MCB University Press*, vol. 9, Oktober 2001.
- [9] Mutia, "Jadwal Kegiatan Bikin Anak Jadi Lebih Disiplin," *Dream.co.id*, 7 November 2016. [Online]. Available: <https://parenting.dream.co.id/ibu-dan-anak/jadwal-kegiatan-bikin-anak-jadi-lebih-disiplin-161107z.html>. [Accessed 29 Desember 2017].
- [10] A. Seffah, M. Donyaee, R. B. Kline and H. K. Padda, "Usability measurement and metrics: A consolidated model," 2006.
- [11] D. Ariyus and Sudarman, *Interaksi Manusia dan Komputer*, Yogyakarta: Andi Offset, 2009.
- [12] T. M. Zakaria and A. Prijono, *Perancangan antarmuka untuk Interaksi Manusia dan Komputer*, Bandung: Informatika Bandung, 2007.

- [13] A. Williams, "User-Centered Design, Activity-Centered Design, and Goal-Directed Design: A Review of Three Methods for Designing Web Applications," 2009.
- [14] J. J. Garrett, *The Elements of User Experience: User-Centered Design for the Web and Beyond*, Second Edition, Berkeley, 2011.
- [15] "The Glossary of Human Computer Interaction," Interaction Design Foundation, [Online]. Available: <https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/mock-ups>. [Accessed 29 Desember 2017].
- [16] "Prototyping," usability.gov, [Online]. Available: <https://www.usability.gov/how-to-and-tools/methods/prototyping.html>. [Accessed 29 12 2017].
- [17] R. Harrison, D. Flood and D. Duce, "Usability of mobile applications: literature review and rationale for a new usability model," *Journal of Interaction Science*, vol. 1, pp. 1-16, 2013.
- [18] Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif dan R&D*, Bandung: Alfabeta, 2014.
- [19] B. Murti, "Validitas dan Reabilitas Pengukuran," 2011.
- [20] N. Wahyuni, "Uji Validitas dan Reabilitas," [Online]. Available: <http://qmc.binus.ac.id/2014/11/01/u-j-i-v-a-l-i-d-i-t-a-s-d-a-n-u-j-i-r-e-l-i-a-b-i-l-i-t-a-s/>. [Accessed 20 September 2017].
- [21] R. and E. A. Kuncoro, *Cara Menggunakan dan Memaknai Analisis Jalur (Path Analysis)*, Bandung: Alfabeta, 2012.
- [22] J. Nielsen, "Why You Only Need to Test with 5 Users," Nielsen Norman Group, 19 March 2000. [Online]. Available: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>. [Accessed 10 February 2017].
- [23] "ChoreMonster Make Chores Fun by Engaging and Rewarding Your Kids!," FamilyTech, [Online]. Available: <https://www.choremonster.com/press>. [Accessed 5 Mei 2016].
- [24] "The Know It All Guide To Color Psychology In Marketing + The Best Hex Chart," CoSchedule, 18 April 2016. [Online]. Available: <https://coschedule.com/blog/color-psychology-marketing/>. [Accessed 25 Agustus 2017].
- [25] M. Pinola, "Pick the Right Color for Design or Decorating with This Color Psychology Chart," Lifehacker, 3 Maret 2013. [Online]. Available:

<http://lifehacker.com/5991303/pick-the-right-color-for-design-or-decorating-with-this-color-psychology-chart>. [Accessed 25 Agustus 2017].

- [26] Flaticon, [Online]. Available: <https://www.flaticon.com/>. [Accessed 13 Januari 2018].
- [27] "Table of critical values for Pearson Correlation," [Online]. Available: [http://faculty.fortlewis.edu/CHEW\\_B/Documents/Table%20of%20critical%20values%20for%20Pearson%20correlation.htm](http://faculty.fortlewis.edu/CHEW_B/Documents/Table%20of%20critical%20values%20for%20Pearson%20correlation.htm). [Accessed 22 Agustus 2017].
- [28] I. Ghozali, "Aplikasi Analisis Multivariat dengan Program SPSS," Semarang, Badan Penerbit Universitas Diponegoro, 2002.
- [29] J. Preece, Y. Rogers and H. Sharp, Interaction Design' beyond human-computer interaction, New York: John Wiley & Sons, Inc. , 2002.
- [30] D. A. Norman, Emotional Design, New York: Basic Books, 2004.
- [31] B. Ballard, Designing the Mobile User Experience, England: John Wiley & Sons Ltd, 2007.
- [32] B. Lugwitz, T. Held and M. Schrepp , "Construction and Evaluation of a User Experience Questionnaire," p. 63–76, 2008.
- [33] U. Goswami, "Children's Cognitive Development and Learning," Cambridge Primary Review Trust, York, 2015.
- [34] J. A. Nielsen, B. A. Zielinski, M. A. Ferguson, J. E. Lainhart and S. J. Anderson, "An Evaluation of the Left-Brain vs. Right-Brain Hypothesis with Resting State Functional Connectivity," 2013.
- [35] "ACM SIGCHI Curricula for Human-Computer Interaction," [Online]. Available: [http://old.sigchi.org/cdg/cdg2.html#2\\_1](http://old.sigchi.org/cdg/cdg2.html#2_1). [Accessed 6 Mei 2016].