

Daftar Pustaka

- [1] Kementerian Kesehatan Republik Indonesia, "Hari AIDS Sedunia, Momen STOP Penularan HIV: Saya Berani, Saya Sehat!," *Kementerian Kesehatan*, 2018. [Online]. Available: <http://www.depkes.go.id/article/view/18120300001/hari-aids-sedunia-momen-stop-penularan-hiv-saya-berani-saya-sehat-.html>. [Accessed: 05-Oct-2019].
- [2] T. (Eds. . Merwe, Herman van der; Brown, *Mobile Technology: The future of learning in your hands (mLearn 2005 Book of Abstracts)*, no. February. 2005.
- [3] A. S. Umami, "STUDI DESKRIPTIF TEKNIK PENGUSAAN KEMPAMPUAN ORIENTASI DAN MOBILITAS MENGGUNAKAN SMARTPHONE BERBASIS ANDROID SISWA TUNANETRA Diajukan kepada Universitas Negeri Surabaya untuk memenuhi Persyaratan Penyelesaian Program Sarjana Pendidikan Luar Biasa Oleh:," pp. 1–13, 2017.
- [4] S. P. Utami and H. Hayurani, "Peningkatan Pengetahuan Hiv/Aids Dengan Memanfaatkan Aplikasi Mobile Android," *Ethos (jurnal Penelit. dan Pengabd. masyarakat)*, pp. 29–34, 2014.
- [5] P. Agus Mahendra, "Trend Kasus HIV AIDS Meningkat, Jumlah Penderita Semakin Bertambah," *Bali Tribune*, 2019. [Online]. Available: <https://balitribune.co.id/content/trend-kasus-hiv-aids-meningkat-jumlah-penderita-semakin-bertambah>. [Accessed: 05-Oct-2019].
- [6] J. P. Peters, C. Thillou, and S. Ferreira, "Embedded reading device for blind people: A user-centred design," *Proc. - Appl. Imag. Pattern Recognit. Work.*, no. May, pp. 217–222, 2005.
- [7] H. S. Vitense, J. A. Jacko, and V. K. Emery, "Multimodal feedback: Establishing a performance baseline for improved access by individuals with visual impairments," *Annu. ACM Conf. Assist. Technol. Proc.*, no. May, pp. 49–56, 2002.
- [8] N. Mi, L. A. Cavuoto, K. Benson, T. Smith-Jackson, and M. A. Nussbaum, "A heuristic checklist for an accessible smartphone interface design," *Univers. Access Inf. Soc.*, vol. 13, no. 4, pp. 351–365, 2014.
- [9] Y. Munawir, "Pendidikan Tunanetra Dewasa dan Pembinaan Karir," *Depdikbud, Dirjend Dikti*, 1996.
- [10] A. Wijaya, "Pendidikan Anak Berkebutuhan Khusus Tunanetra," *Javalitera*, 2013.
- [11] M. C. Caschera, F. Ferri, and P. Grifoni, "Multimodal Interaction System: Information and Time," *Int. J. Web Grid Serv.*, vol. 3, no. 1, pp. 82–99, 2007.
- [12] P. Mermelstein and T. Baer, "An articulatory synthesizer for perceptual research," *J. Acoust. Soc. Am.*, vol. 70, no. 2, pp. 321–328, 1981.
- [13] Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta, 2012.
- [14] S. Arikunto, *Prosedur Penelitian: Suatu Pendekatan Praktik*. Rineka Cipta, 2013.
- [15] S. Wardhana, M. K. Sabariah, V. Effendy, and D. S. Kusumo, "User interface design model for parental control application on mobile smartphone using user centered design method," *2017 5th Int. Conf. Inf. Commun. Technol. ICoIC7 2017*, no. May, 2017.
- [16] A. Saputra, "Lockdown Versi UU RI: Dilarang Keluar dari Rumah, Pelanggar Bisa Dipidana," 2020.
- [17] 1689–1699. <https://doi.org/10.1017/CBO9781107415324.004> Francisco, A. R. L. (2013). User Interface Inspection Method. *Journal of Chemical Information and Modeling*, 53(9), *User Interface Inspection Method*, vol. 53, no. 9. 2013.
- [18] C. Lewis and J. Rieman, "Task-Centered User Interface Design: A Practical Introduction," *Text*, p. 190, 1993.
- [19] J. Nielsen, "Severity Ratings for Usability Problems," *Nielsen Norman Group*, 1994. [Online]. Available: <https://www.nngroup.com/articles/how-to-rate-the-severity-of-usability-problems/>.
- [20] M. I. Sya'roni, A. P. Kharisma, and F. Amalia, "Perbandingan Hasil Metode Evaluasi Usability Antara Heuristic Evaluation dengan Think Aloud pada Kasus Web FILKOM APPS untuk Mahasiswa," *J. Pengemb. Teknol. Inf. dan Ilmu Kompuer*, vol. 2, no. 2, pp. 674–678, 2018.
- [21] C. Wilson, *Interview Techniques for UX Practitioners: A User-Centered Design Method*. 2013.
- [22] I. Young, *Mental Models: Aligning Design Strategy with Human Behavior*. 2008.
- [23] M. Prommann and T. Zhang, "Applying hierarchical task analysis method to discovery layer evaluation," *Inf. Technol. Libr.*, vol. 34, no. 1, pp. 77–105, 2015.
- [24] M. A. Richmond, *About 'Face,'* vol. 262, no. 18. 1989.
- [25] J. Johnson and A. Henderson, "Conceptual models: begin by designing what to design," *Interactions*, vol. 9, no. 1, 2002.
- [26] S. Warner, "Wireframes Design," *U.S. Dep. Heal. Hum. Serv. Improv. User Exp.*, pp. 1–7, 2017.
- [27] Google Help, "Android Accessibility." [Online]. Available: <https://support.google.com/accessibility/android/answer/7158390?hl=id>. [Accessed: 04-Mar-2020].
- [28] T. Kvasnicová, I. Kremeňová, and J. Fabuš, "The use of heuristic method to assess the usability of university website," *Congr. Proc. EUNIS*, 2015.