

Referensi

- [1] Intan Trivena Maria Daeng, N. N. Mewengkang, and E. R. Kalesaran, “91161-ID-penggunaan-smartphone-dalam-menunjang-ak,” *e-journal “Acta Diurna,”* vol. 1, no. 1, pp. 1–15, 2017.
- [2] L. Hidayat, “Assistive Technology Pada Aplikasi,” pp. 144–152.
- [3] A. Cooper, R. Reimann, and D. Cronin, *About Face 3: The Essentials of Interaction Design (Libre electrónico de Google)*. 2007. [Online]. Available: <http://books.google.com/books?hl=ca&lr=&id=e75G0xIJju8C&pgis=1>
- [4] T. de J. Á. Robles, F. J. Á. Rodríguez, E. Benítez-Guerrero, and C. Rusu, “Adapting card sorting for blind people: Evaluation of the interaction design in TalkBack,” *Comput Stand Interfaces*, vol. 66, no. August 2018, p. 103356, 2019, doi: 10.1016/j.csi.2019.103356.
- [5] J. Rubin, “Handbook of Usability Testing: How to Plan, Design and Conduct Effective Tests,” Sep. 2008.
- [6] T. Y. S. Panggabean and S. Ati, “Evaluasi Jaws (Job Access With Speech) Screen Reader Untuk Akses Informasi Tunanetra Di Yayasan Komunitas Sahabat Mata Semarang,” *Jurnal Ilmu Perpustakaan*, vol. 6, no. 3, pp. 701–710, 2017, [Online]. Available: <https://ejournal3.undip.ac.id/index.php/jip/article/view/23202>
- [7] A. M. Lund, “Measuring usability with the USE questionnaire,” *Usability interface*, vol. 8, no. 2, pp. 3–6, 2001.
- [8] Republik Indonesia. 2016. Undang-Undang Republik Indonesia Nomor 8 tahun 2016 tentang Penyandang Disabilitas. Jakarta: Presiden Republik Indonesia.
- [9] M. Domingo, “Dieter Rams: 10 Timeless Commandments for Good Design,” *Interaction Design Foundation*, 2018. [Online]. Available: <https://www.interaction-design.org/literature/article/dieter-rams-10-timeless-commandments-for-good-design>. [Accessed: 08-Oct-2021].
- [10] A. Williams, “User-centered design, activity-centered design, and goal- directed design,” in *Proceedings of the 27th ACM international conference on Design of communication - SIGDOC ’09*, 2009
- [11] S. Azwar, “Reliabilitas Dan Validitas,” *Yogyakarta: Pustaka Pelajar*, 2011.
- [12] S. Siregar, “Metode Penelitian Kuantitatif: Dilengapi Perbandingan Perhitungan Manual dan SPSS,” in *Metode Penelitian Kuantitatif: Dilengapi Perbandingan Perhitungan Manual dan SPSS*, 2013.
- [13] J. Nielsen and R. Molich, “Heuristic evaluation of user interfaces,” in Proceedings of the SIGCHI conference on Human factors in computing systems Empowering people - CHI ’90, 1990.
- [14] Laws of UX, “Hick’s Law.” [Online]. Available: <https://lawsofux.com/hicks-law>. [Accessed: 17-Jul-2019].
- [15] J. Nielsen, “Why You Only Need to Test With 5 Users.,” *Jakob Nielsens*, 2000. [Online]. Available: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>. [Accessed: 19-Aug-2019].
- [16] Apple, “Apple Human Interface Guidelines,” 2018. [Online]. Available:
- [17] Karolina, C. M., & Aulianto, D. R. (2019). *Pengalaman penggunaan*. 21(3), 205–214.
- [18] Robles, T. de J. Á., Rodríguez, F. J. Á., Benítez-Guerrero, E., & Rusu, C. (2019). Adapting card sorting for blind people: Evaluation of the interaction design in TalkBack. *Computer Standards and Interfaces*, 66(August 2018), 103356.
- [20] Guest, Greg. dkk. 2006. How Many Interviews Are Enough? An Experiment with Data Saturation and Variability. *SAGE Journals*. 18:1 59-82
- [21] Aqila Smart, Anak Cacat Bukan Kiamat: Metode Pembelajaran dan Terapi untuk Anak Berkebutuhan Khusus (Jogjakarta: Katahati, 2014), 44.
- [22] Interaction Design Foundation, “What is Heuristic Evaluation?” [Online]. Available: <https://www.interaction-design.org/literature/topics/heuristic-evaluation>. [Accessed: 27-Jul-2021]
- [23] Keli Amann, “Goal-Directed Design.” [Online]. Available: <https://confluence.sakaiproject.org/display/UX/Goal-Directed+Design>. [Accessed: 07-Oct-2018]