

**Daftar Pustaka**

- [1] Akbar, N.R., Jonemaro, E.M.A. and Afirianto, T., 2018. Evaluasi User Experience Pada Game Hearthstone Dengan Menggunakan Metode Game Experience Questionnaire. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer e-ISSN, 2548*, p.964X.
- [2] Rizky, R. and Pudrianisa, S.L.G., 2019. Pengujian Usability pada Tangible Game Sebagai Media Promosi Candi. *INFOS Journal-Information System Journal, 2*(1), pp.13-19.
- [3] Iqbal, T., & Bahrani, B. (2019). Evaluasi Usability Test e-Repository dengan menggunakan Metode Nielsen's Attributes of Usability (NAU). *Jurnal JTIC (Jurnal Teknologi Informasi dan Komunikasi), 3*(2), 40-45.
- [4] Pan, S. and Wang, Z., 2019, April. The Exploration of Smart Object Design Method—Applying User Experience Five Elements for Smart Object Design from Theory Research to Design Practice. In *Journal of Physics: Conference Series* (Vol. 1207, No. 1, p. 012007). IOP Publishing.
- [5] Silvianita, Helva. 2019. "Pengertian Game Beserta Sejarah, Manfaat, serta Jenis-Jenis Game, Lengkap!". [online] Available at: <https://www.nesabamedia.com/pengertian-game/> [Accessed 15 January 2022].
- [6] Munthe, R.D., Brata, K.C. and Fanani, L., 2018. Analisis User Experience Aplikasi Mobile Facebook (Studi Kasus pada Mahasiswa Universitas Brawijaya). *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer e-ISSN, 2548*, p.964X.
- [7] Ikhsan, Nurul. 2020. "5 Elemen dari strategi User Experience". [online] Available at: <https://medium.com/@nrlikhsan/5-elemen-dari-strategi-user-experience-5bb6544b9d8e> [Accessed 7 January 2022].
- [8] Sandi, Chelsea. 2020. "Sudah Tahukah Kamu 5 Lapisan Ini Dalam UX?". [online] Available at: <https://indonesiamendesain.com/2020/07/01/sudah-tahukah-kamu-5-lapisan-ini-dalam-ux/> [Accessed 7 January 2022].
- [9] Triworo, Ayu. 2020. "Lengkap! Semua tentang UX Design Ada disini, Pemula Wajib Baca". [online] Available at: <https://panuwun.com/ux-design/> [Accessed 7 January 2022].
- [10] Sianturi, Riyanthi. 2020. "The Element of UX". [online] Available at: <https://riyanthisianturi.com/the-element-of-ux-4/> [Accessed 10 January 2022].
- [11] Salim, Hilmi. 2018. "5 Elemen User Experience". [online] Available at: <https://medium.com/@hilmisalim/5-elemen-user-experience-870248b34631> [Accessed 10 January 2022].
- [12] Hakiki, I.P., Jonemaro, E.M.A. and Afirianto, T., 2019. Evaluasi User Experience Pada Game Playerunknown's Battleground Mobile Menggunakan Game Experience Questionnaire. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer e-ISSN, 2548*, p.964X.
- [13] Jonicilia, N. and Riwinoto, R., 2020. Evaluasi User Experience Game 2D Bajaj Keliling Menggunakan Metode Game Experience Questionnaire. *JOURNAL OF APPLIED MULTIMEDIA AND NETWORKING, 4*(2), pp.55-65.
- [14] Zulfa, N., Yuniasri, D., Damayanti, P., Herumurti, D. and Yunanto, A.A., 2020, September. The Effect of UI and UX Enhancement on Bomberman Game Based on Game Experience Questionnaire (GEQ). In *2020 International Seminar on Application for Technology of Information and Communication (iSemantic)* (pp. 543-547). IEEE.
- [15] Hussein, A.S., 2018. *Metode Design Thinking untuk Inovasi Bisnis*. Universitas Brawijaya Press.
- [16] Telaum, Banua. 2019. "5 Tahap Design Thinking menurut Stanford (d.school)". [online] Available at: <https://medium.com/@murnitelaumbanua98/5-tahap-design-thinking-menurut-stanford-d-school-e06f871c45c9> [Accessed 27 January 2022].
- [17] Sugiono, 2009. *Metode Penelitian Kuantitatif, Kualitatif, Dan R & D*. CV Alfabeta Indonesia.