

## DAFTAR PUSTAKA

---

- [1] W. S. L. Nasution and P. Nusa, "UI/UX Design Web-Based Learning Application Using Design Thinking Method," *ARRUS Journal of Engineering and Technology*, vol. 1, no. 1, p. 20, 2021.
- [2] M. M. Abadi, "Desain Grafis untuk Memaksimalkan Konten di Media Sosial," Kementerian Keuangan Republik Indonesia, 30 November 2021. [Online]. Available: <https://www.djkn.kemenkeu.go.id/kpknl-pamekasan/baca-artikel/14449/Desain-Grafis-untuk-Memaksimalkan-Konten-di-Media-Sosial.html>. [Accessed 18 Juni 2023].
- [3] M. Monica, "Pengaruh Warna, Tipografi, dan Layout pada Desain Situs," *HUMANIORA*, vol. 1, no. 2, p. 464, 2010.
- [4] B. A. Hananto, "Tinjauan Tipografi dalam Konteks Industri 4.0," *Prosiding Seminar Nasional Desain dan Arsitektur (SENADA)*, vol. 3, p. 133, 2020.
- [5] P. Zharadont, "Pengaruh Warna Bagi Suatu Produk dan Psikologis Manusia," *Jurnal Ergonomi Patrycia Z*, pp. 2-3, 2015.
- [6] A. Windharto and S. H. Prabowo, "Ergo-Design and Content Development Considerations for an Interactive Multimedia Kiosk," *NIRMANA*, vol. 8, no. 1, p. 17, 2006.
- [7] B. Arhamas, A. F. Ramadhan, S. Noviyanti, A. Amri and R. Kusumawardhani, "Re-Desain UMKM BA Frozen Food Dalam Membangun Strategi Bisnis," *SENADA : Semangat Nasional Dalam Mengabdi*, vol. 4, no. 1, p. 44, 2023.
- [8] A. Rafiq, "Dampak Media Sosial Terhadap Perubahan Sosial Suatu Masyarakat," *Global Komunika*, vol. 1, no. 1, p. 19, 2020.
- [9] Kementerian Keuangan Badan Pendidikan dan Pelatihan Keuangan, "Mengenal Design Thinking," 20 November 2022. [Online]. Available: <https://bppk.kemenkeu.go.id/balai-diklat-keuangan-pontianak/artikel/mengenal-design-thinking-278789>. [Accessed 22 Juni 2024].