

DAFTAR PUSTAKA

- Bishop, S. K. (2015). *Adelphia: An Exploratory Case Study of Corporate Culture and Ethical Judgment* (Doctoral dissertation, Walden University).
- Atmodjo, Giovanni Evangelista (2016). *Preferensi Konsumen Terhadap Merek Smartphone Berdasarkan Sistem Operasi*. S1 thesis, UAJY.
- Deng, Z., Chen, K., Meng, G., Zhang, X., Xu, K., & Cheng, Y. (2022, November). Understanding real-world threats to deep learning models in android apps. In *Proceedings of the 2022 ACM SIGSAC Conference on Computer and Communications Security* (pp. 785-799).
- Filipiuk, M. File Manager App UI, Publication Date Feb. 3, 2021, Retrieved Date Feb. 15, 2023, Retrieved from Internet.
- Fritscher, B. (2014). *Computer-Aided Business Model Design* (Doctoral dissertation, Université de Lausanne, Faculté des hautes études commerciales).
- Gassmann, O., Frankenberger, K., Choudury, M., & Csik, M. (2020). *The business model navigator: the strategies behind the most successful companies*. Pearson UK.
- Hansen, D. J., Deacon, J. H., Pascal, V., & Sethna, Z. (2020). The future is in the past: A framework for the Marketing-Entrepreneurship Interface (MEI). *Journal of business research*, 113, 198-208.
- Kenton, W. (2021). Apple iOS. *Investopedia*. Retrieved on, 25.
- Kusrianto, A. (2009). *Desain Komunikasi Visual*. Yogyakarta: Andi.
- Lazuardi, M. L., & Sukoco, I. (2019). Design Thinking David Kelley & Tim Brown: Otak Dibalik Penciptaan Aplikasi Gojek. *Organum: Jurnal Saintifik Manajemen Dan Akuntansi*, 2 (1), 1–11.
- LOMAN, R. D. M. M., & ERANDARU, E. (2022). PERBANDINGAN PROSES PERANCANGAN UI/UX SECARA TEORI DAN PRAKTIK SAAT INTERNSHIP DI EYESIMPLE CREATIVE STUDIO. *Jurnal DKV Adiwarna*, 1, 9.
- Rosmalina, A., & Khaerunnisa, T. (2021). Penggunaan Media Sosial dalam Kesehatan Mental Remaja. *Prophetic: Professional, Empathy, Islamic Counseling Journal*, 4(1), 49-58.
- Sahulata, R. A., Hambali, G. T. C., & Daka, M. C. S. (2022). User Satisfaction Analysis on Microsoft Teams and Google Classroom as E-Learning Media Using the E-ServQual Method. *8ISC Proceedings: Technology*, 15-24.
- Sudjatmoko, A. A., Susanto, A. A., Jayaseputra, J. A., Purwanto, E. S., & Sari, A. C. (2022, October). The Influence of Consumer Interest on the Use of UI and UX in the E-

- Commerce Application. In *2022 4th International Conference on Cybernetics and Intelligent System (ICORIS)* (pp. 1-8). IEEE.
- Sugiyono. (2018). *Metode Penelitian Pendidikan (Kuantitatif, Kualitatif, Kombinasi, R&D dan Penelitian Pendidikan)*. Bandung: Alfabeta.
- Supriadi, S., Sani, A., & Setiawan, I. P. (2020). Integrasi Nilai Karakter dalam Pembelajaran Keterampilan Menulis Siswa. *YUME: Journal of Management*, 3(3), 84-94.
- Wahono, Ayu Puji Hastutik (2017). TA : *Analisis Penggunaan Website Citihub Hotel dengan Menggunakan Usability Testing*.
- Widyana, A. I., & Waluyanto, H. D. (2022). Pengembangan kreativitas desainer melalui aplikasi grafis dalam perancangan desain komunikasi visual. *Jurnal DKV Adiwarna*, 1, 11.
- Yulius, Y. (2016). Peranan desain komunikasi visual sebagai pendukung media promosi kesehatan. *Besaung: Jurnal Seni Desain dan Budaya*, 1(3).
- Yusuf, S., Budiman, N., Yudha, E. S., Suryana, D., & Yusof, S. M. J. B. (2021). Rasch Analysis of the Indonesian Mental Health Screening Tools. *The Open Psychology Journal*, 14(1).