

DAFTAR PUSTAKA

- Adjani, A. A. 2017. *Cara Menghitung Skor Pada Tes Buta Warna*.
<https://www.alodokter.com/komunitas/topic/cek-skor-perhitungan-pada-tes-ishihara>. [15 Februari 2020]
- Company, R. 1998a. *Rational Unified Process best practices for software development teams*. IBM Company.
- _____. 1998b. *Rational Unified Process best practices for software development teams*. IBM Company.
- Davis, F. D. 1989. *Perceived Usefulness, Perceived Ease of Use, and User Acceptance of Information Technology*. *MIS Quarterly*. 13(3), Hal. 319.
- _____. 1993. User Acceptance of Information Technology: System Characteristics, User Perceptions and Behavioral Impacts. *International Journal of Man-Machine Studies*. 38(3). Hal. 475–487.
- Fadli, R. 2019. *3 Jenis Buta Warna yang Perlu Diketahui*.
<https://www.halodoc.com/3-jenis-buta-warna-harus-tahu>. [15 Februari 2020]
- Ishihara, S. 1917. *Ishihara Instructions*. 1–3.
<http://white.stanford.edu/newlm/images/0/0a/Ishihara.14.Plate.Instructions.pdf>. [9 Maret 2020]
- Juhara, Z. P. 2016. *Panduan Lengkap Pemrograman Android* (1st ed.). Andi Offset.
- Kartika, Kuntjoro, K., dkk. 2014. *Patofisiologi dan Diagnosis Buta Warna*. *Cdk-215*, 41(4). Hal. 268–271. [http://www.kalbemed.com/Portals/6/10_215Patofisiologi dan Diagnosis Buta Warna.pdf](http://www.kalbemed.com/Portals/6/10_215Patofisiologi%20dan%20Diagnosis%20Buta%20Warna.pdf) [20 Februari 2020]
- Kindel, E. 2005, December. *Eye Magazine*. *Eye*.
<http://www.eyemagazine.com/feature/article/ishihara> [20 Februari 2020]

- Kurniadi, D., Fauzi, M. M., dkk. 2017. Aplikasi Simulasi Tes Buta Warna Berbasis Android Menggunakan Metode Ishihara. *Jurnal Algoritma*, 13(2), Hal. 451–456.
- Kurniawati, P. 2018. *Pengujian Sistem*. <https://medium.com/skyshidigital/pengujian-sistem-52940ee98c77> [22 Februari 2020]
- Lee, J. Y. H., & Panteli, N. 2010. Business strategic conflict in computer-mediated communication. *European Journal of Information Systems*, 19(2), Hal. 196–208.
- Meta Lica, D. P., & Maimunah. 2014. Aplikasi Tes Buta Warna Berbasis Android Menggunakan Metode Ishihara. *Penelitian Ilmu Komputer Sistem Embedded Dan Logic*, 2(2), Hal. 69–81.
- Muttaqin, L. 2010. *Analisa Quality Of Service Pada Implementasi Web Conference Di Local Comunity Network Dengan Wireless 802.11N*. Universitas Indonesia. Jakarta.
- Safaat H, N. 2011. *Android : Pemerograman Aplikasi Mobile Smartphone dan Tablet PC Berbasis Android*. Bandung Informatika.
- Sugiyono, P. D. 2012. *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Alfabeta.
- Venkatesh, Morris, dkk. 2003. User Acceptance of Information Technology: Toward a Unified View. *MIS Quarterly*, 27(3). Hal. 425.
- Wibowo, A. 2006. Kajian Tentang Perilaku Pengguna Sistem Informasi Dengan Pendekatan Technology Acceptance Model (TAM). *Sistem Informasi*.
- Willy, T. 2017. *Buta Warna*. <https://www.alodokter.com/buta-warna> [20 Februari 2020]

Yanuarita, A. 2012. *Tes Buta Warna*. Rona Publishing.