

DAFTAR PUSTAKA

- Ahdiat, A. (2023). 67% Penduduk Indonesia Punya Handphone pada 2022, Ini Sebarannya: Databoks. *KataData Media Network*, 2022. <https://databoks.katadata.co.id/datapublish/2023/03/08/67-penduduk-indonesia-punya-handphone-pada-2022-ini-sebarannya>
- Anastasia, M., Maulivia, V. S., & Suharjito, S. (2024). Metode Pembelajaran Mesin Untuk Menilai Data Depresi Dan Kesehatan Mental. *INTECOMS: Journal of Information Technology and Computer Science*, 7(3), 606–612. <https://doi.org/10.31539/intecom.v7i3.9584>
- Anjarsari, T., Astutik, I. R. I., & Indahyanti, U. (2022). Deteksi Dini Gangguan Kecemasan Menggunakan Metode Naive Bayes. *JIPi (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, 7(4), 1198–1210. <https://doi.org/10.29100/jipi.v7i4.3197>
- Ardito, L., Coppola, R., Malnati, G., & Torchiano, M. (2020). Effectiveness of Kotlin vs. Java in *Android* app development tasks. *Information and Software Technology*, 127, 106374. <https://doi.org/10.1016/j.infsof.2020.106374>
- Badan Pusat Statistik. (2019). Hasil Sensus Penduduk (SP2020) pada September 2020 mencatat jumlah penduduk sebesar 270,20 juta jiwa. In *Bps.Go.Id* (Nomor 27). <https://www.bps.go.id/id/pressrelease/2021/01/21/1854/hasil-sensus-penduduk--sp2020--pada-september-2020-mencatat-jumlah-penduduk-sebesar-270-20-juta-jiwa-.html>
- Budiman, I., Saori, S., Nurul Anwar, R., Fitriani, & Pangestu, M. Y. (2021). ANALISIS PENGENDALIAN MUTU DI BIDANG INDUSTRI MAKANAN (Studi Kasus: UMKM Mochi Kaswari Lampion Kota Sukabumi). *Jurnal Inovasi Penelitian*, 1(0.1101/2021.02.25.432866), 1–15.
- Chaudhari, V., Bajpai, A., Amrutkar, S., Dubey, S., & Gupta, D. P. (2023). Introduction to Machine Learning and its Application. *International Journal for Research in Applied Science and Engineering Technology*, 11(1), 1749–1754. <https://doi.org/10.22214/ijraset.2023.48899>
- Chougale, P., Yadav, V., & Gaikwad, A. (2021). *FIREBASE - OVERVIEW AND USAGE*. 12, 1178–1183.
- Hartono, N., & Muin, A. A. (2025). *Penggunaan User Acceptance Testing (UAT) Pada Pengujian Sistem Informasi Pengelolaan Keuangan Dan Inventaris Barang*.
- Hutabri, E., & Putri, A. D. (2019). Perancangan Media Pembelajaran Interaktif Berbasis *Android* Pada Mata Pelajaran Ilmu Pengetahuan Sosial Untuk Anak Sekolah Dasar. *Jurnal Sustainable: Jurnal Hasil Penelitian dan Industri Terapan*, 8(2), 57–64. <https://doi.org/10.31629/sustainable.v8i2.1575>
- Jakhar, D., & Kaur, I. (2020). Artificial intelligence, machine learning and deep

learning: definitions and differences. *Clinical and Experimental Dermatology*, 45(1), 131–132. <https://doi.org/10.1111/ced.14029>

Koo, M., & Yang, S. (2025). *Likert-Type Scale*. 1–11.

Medikano, A., Sumartono, R. P., Agustina, T. A., Aisyah, N. A., & Wirawan, R. (2023). Perancangan Aplikasi *Android* E-Learn Armata Dengan Pendekatan Meode *Waterfall*. *Jurnal Sistem Informasi dan Aplikasi (JSIA)*, 1(1), 34–49. <https://doi.org/10.52958/jsia.v1i1.6450>

Morán, P., Robles-Gómez, A., Duque, A., Tobarra, L., & Pastor-Vargas, R. (2024). Machine learning models and dimensionality reduction for improving the *Android* malware detection. *PeerJ Computer Science*, 10, 1–31. <https://doi.org/10.7717/PEERJ-CS.2616>

Nendya, M. B., Susanto, B., Tamtama, G. I. W., & Wijaya, T. J. (2023). Desain Level Berbasis Storyboard Pada Perancangan Game Edukasi Augmented Reality Tap The Trash. *Fountain of Informatics Journal*, 8(1), 1–6. <https://doi.org/10.21111/fij.v8i1.8836>

Nistrina, K., & Sahidah, L. (2022). Unified Modelling Language (Uml) Untuk Perancangan Sistem Informasi Penerimaan Siswa Baru Di Smk Marga Insan Kamil. *Jurnal Sistem Informasi, J-SIKA*, 4(1), 17–23.

Osborn, T. L., Wasanga, C. M., & Ndeti, D. M. (2022). Transforming mental health for all. In *The BMJ*. <https://doi.org/10.1136/bmj.o1593>

PAR Staff. (2020). *Administration and Scoring of the Generalized Anxiety Disorder-7 (GAD-7)*.

Pratama, F., Hadryan Nst, Z., Khairi, Z., & Efrizoni, L. (2024). Perbandingan *Algoritma* Random Forest Dan K-Nearest Neighbor Dalam Klasifikasi Kesehatan Mental Mahasiswa. *Jurnal Ilmiah Betrik*, 15(1), 31–37.

R. Asritha, R. A. (2020). A Survey Paper on Introduction to *Android* and Development Process. *International Research Journal of Engineering and Technology*, 07(06), 2753. www.irjet.net

Ramadhani, D., Zukhoiriyah, D., & Ramadhani, M. (2022). Perancangan Sistem Pemilihan Cabang Olahraga di Dispora Kota Medan Berbasis Webiste. *Journal of Computer Science and Informatics Engineering (CoSIE)*, 01(1), 38–46. <https://doi.org/10.55537/cosie.v1i1.39>

Sahrial, R., Fauzi, D. F., & Susilawati, E. (2022). Pemanfaatan Json Untuk Menampilkan Data Realtime Covid-19 Dengan Model View Presenter. *Jurnal Teknoinfo*, 16(1), 144. <https://doi.org/10.33365/jti.v16i1.780>

Sanad, E. A. W. (2019). Pemanfaatan Realtime Database di Platform *Firestore* Pada Aplikasi E-Tourism Kabupaten Nabire. *Jurnal Penelitian Enjiniring*, 22(1), 20–26. <https://doi.org/10.25042/jpe.052018.04>

Saravanas, A., & Curinga, M. X. (2023). Simulating the Software Development

- Lifecycle: The *Waterfall* Model. *Applied System Innovation*, 6(6).
<https://doi.org/10.3390/asi6060108>
- Stansbury, J. P., Ried, L. D., & Velozo, C. A. (2006). Unidimensionality and bandwidth in the Center for Epidemiologic Studies Depression (CES-D) Scale. *Journal of Personality Assessment*, 86(1), 10–22.
https://doi.org/10.1207/s15327752jpa8601_03
- Sugiyono, D. (2010). Metode penelitian kuantitatif kualitatif dan R&D. In *Penerbit Alfabeta*.
- Suman, R., & Sahibuddin, S. (2019). *User Acceptance Testing in Mobile Health Applications*. 145–149. <https://doi.org/10.1145/3322645.3322670>
- Suparman, M., Rosada, M., Lutpi, M., Kamaliya, P., Sabaniah, F., Alfian, R. H., Ramadhan, F., Alfaro, I., & Rosdiana, M. (2023). Mengenal Aplikasi Figma Untuk Membuat Content Menjadi Lebih Interaktif di Era Society 5.0. *Abdi Jurnal Publikasi*, 1(6), 552–555.
<https://jurnal.portalpublikasi.id/index.php/AJP/article/download/283/191#:~:text=Figma adalah salah satu tools,pelaksanaan PKM berbagai desain lainnya>
- Suryadi, L., Ngajiyanto, N., Pratiwi, N. E., Ardhy, F., & Riswanto, P. (2022). Penerapan Data Mining Prediksi Penjualan Mebel Terlaris Menggunakan Metode K-Nearest Neighbor(K-Nn) (Studi Kasus : Toko Zerita Meubel). *JUSIM (Jurnal Sistem Informasi Musirawas)*, 7(2), 174–184.
<https://doi.org/10.32767/jusim.v7i2.1697>
- Tim Riskesdas 2018. (2018). Laporan Riskesdas 2018 Nasional.pdf. In *Lembaga Penerbit Balitbangkes* (hal. hal 156).
<https://www.badankebijakan.kemkes.go.id/laporan-hasil-survei/%0Ahttps://repository.badankebijakan.kemkes.go.id/id/eprint/3514/>
- Tjahjanto, Arista, A., & Ermatita. (2022). Application of the *Waterfall* Method in Information System for State-owned inventories Management Development. *Sinkron : Jurnal dan Penelitian Teknik Informatika*, 7(4), 2182–2192.
- Toussaint, A., Hüsing, P., Gumz, A., Wingenfeld, K., Härter, M., Schramm, E., & Löwe, B. (2020). Sensitivity to change and minimal clinically important difference of the 7-item Generalized Anxiety Disorder Questionnaire (GAD-7). *Journal of Affective Disorders*, 265(May 2019), 395–401.
<https://doi.org/10.1016/j.jad.2020.01.032>
- Wang, Q. (2022). Review on Definitions of Mental Health and Related Concepts. *Proceedings of the 2022 3rd International Conference on Mental Health, Education and Human Development (MHEHD 2022)*, 670(Mhehd), 991–995. <https://doi.org/10.2991/assehr.k.220704.179>
- WHO. (2020). Basic Documents: 49th edition. In *World Health Organization 2020*.
- Wibowo, M., & Djafar, M. R. F. (2023). Perbandingan Metode Klasifikasi Untuk

Deteksi Stress Pada Mahasiswa di Perguruan Tinggi. *Jurnal Media Informatika Budidarma*, 7(1), 153–159.
<https://doi.org/10.30865/mib.v7i1.5182>

Widya Utami, N., & Artana, M. (2022). Text Mining Dalam Analisis Sentimen Pembelajaran Daring Di Masa Pandemi Covid 19 Menggunakan *Algoritma* K-Nearest Neighbor. *Jurnal Informatika Teknologi dan Sains*, 4(2), 140–148.
<https://doi.org/10.51401/jinteks.v4i2.2034>

Wilopo, et al. (2022). National Adolescent Mental Health Survey (I-NAMHS) Laporan Penelitian. *Mental Health*, xviii.
<https://qcmhr.org/outputs/reports/12-i-namhs-report-bahasa-indonesia>

Winurini, S. (2023). Penanganan Kesehatan Mental di Indonesia. *Info Singkat*, 15(20), 2014–2017. <https://www.gatra.com/news-525034-kesehatan-risikedas-lebih-dari-19-juta-orang-alami-gangguan-mental.html>

Xu, J., Zhang, Y., & Miao, D. (2020). Three-way *Confusion Matrix* for classification: A measure driven view. *Information Sciences*, 507, 772–794.
<https://doi.org/10.1016/j.ins.2019.06.064>

Yulianeu, A., & Oktamala, R. (2022). Sistem Informasi Geografis Trayek Angkutan Umum Di Kota Tasikmalaya Berbasis Web. *JUTEKIN (Jurnal Teknik Informatika)*, 10(2). <https://doi.org/10.51530/jutekin.v10i2.669>

