

DAFTAR PUSTAKA

- Abele, E. et al . 2015. *Learning Factories For Research, Education, And Training*, *Procedia CIRP 32 1 – 6, The 5th Conference on Learning Factories 2015*, ScienceDirect – Elsevier.
- Audi, M. Rokhmawati, R.I dan Az-zahra, H. M., 2018. *Analisis Aspek Usability dan User Experience Website dan Aplikasi Mobile Radio Streaming (Studi Pada Website dan Aplikasi Mobile Radio Prambors)*. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer (J-PTIIK) Universitas Brawijaya*, vol. 2, no. 12, hal. 6391–6400.
- Erawan L.. *Pemograman Web – Arsitektur Informasi* [internet]. Tersedia : https://dinus.ac.id/repository/docs/ajar/modul9teori_-_Arsitektur_Informasi.pdf Diakses 18 mei 2020 jam 20.00.
- Febiharsa, D. Sudana, I.M. dan Hudallah N. 2018. *Uji Fungsionalitas (BlackBox Testing) Sistem Informasi Lembaga Sertifikasi Profesi (SILSP), Batik dengan AppPerfect Web Test dan Uji Pengguna*. *Journal of Informatics Educator*, vol 1, no 2.
- Fitrihana, N. . 2017. *Model Bisnis Kanvas Untuk Mengembangkan Teaching Factory di SMK Tata Busana Guna Mendukung Tumbuhnya Industri Kreatif*. [internet]. Tersedia : doi:<http://dx.doi.org/10.30738/jtvok.v5i>. Diakses 8 mei 2020. Jam 23.36
- GarreT, J. 2011. *The Elements of User Experience: User-Centered Design for the web and Beyond, Second Edition*. Berkeley: California: New Riders.
- Himanshu, S. 2018 *.Elements Of User Experience Design*.
- Jennifer, C. 2013. *Usability Body of Knowledge, UXPA The User Experience Professional Association*. [internet]. Tersedia: <http://www.usabilitybok.org/persona>. Diakses 8 Mei 2020 jam 22.56

- Laugwitz, B. dkk. 2008. *Construction and evaluation of a user experience questionnaire*, Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), vol. 5298 LNCS, hal. 63–76.
- Rauschenberger, M., Schrepp, M., Thomaschewski, J., Olschner S., dan Perez-Cota, M. 2013. *Efficient Measurement of the User Experience of Interactive Products. How to use the User Experience Questionnaire (UEQ). Example: Spanish Language Version*. International Journal of Interactive Multimedia and Artificial Intelligence, vol. 2, no. 1, hal. 39.
- Rohmadi, A. dan Yasin, V. 2020. *Desain dan Penerapan Website Tata Kelola Percetakan Pada CV Apicdesign Kreasindo Jakarta Dengan Metode Prototyping*. Journal of Information System, Informatics and Computing, vol 4, no 1.
- Schrepp, M., dkk. 2017. *Construction of a Benchmark for the User Experience Questionnaire (UEQ)*. International Journal of Interactive Multimedia and Artificial Intelligence, vol. 4, no. 4, hal. 40.
- Sularsa, A. dan Prihatmanto, A.S. 2015. *Evaluasi User Experiences Produk iDigital Museum dengan Menggunakan UEQ*. Jurnal Teknologi Informasi, vol. 2, no. 2, hal. 56–62.
- Yuhefizar. 2013. *Cara Mudah & Murah Membangun & mengelola Website*. Jakarta: Graha Ilmu.