

DAFTAR PUSTAKA

Abriovenandita, Ringgo, Retno Indah Rokhmawati, and Diah Priharsari. "Evaluasi User Experience dengan mengadaptasi *Mecue Questionnaire* pada Aplikasi Reseller (Studi Kasus pada Aplikasi Evermos)." *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer* 7.3 (2023): 1150-1155.

Ahuja, Vandana, and Yajulu Medury. "Corporate blogs as e-CRM tools—Building consumer engagement through content management." *Journal of Database Marketing & Customer Strategy Management* 17 (2010): 91-105.

Anjasmara, R., Hadi, P. P., Muslimah Az-Zahra, H., & Wijoyo, S. H. (2019b). Evaluasi User Experience Menggunakan *meCUE Questionnaire* (Studi Kasus Pada Aplikasi Traveloka Dan Pegipegi) (Vol. 3, Issue 3). <http://j-ptiik.ub.ac.id>.

Berman, A. E., Barnett, W. K., & Mooney, S. D. (2012). Collaborative software for traditional and translational research. *Human genomics*, 6, 1-9 dari <https://link.springer.com/article/10.1186/1479-7364-6-21>.

Clarke, R. J. "Collaborative authorship with Atlassian GOOGLE DOCS." GLiNTECH White Paper (2007): 10.

Darmawan, Aang Kisnu, Imam Arifin, and Anwari Anwari. "Exploring User Experience and User Interface of Indonesian e-Health PeduliLindungi Mobile-Apps with *MeCUE 2.0 Framework*." *Jurnal Sisfokom (Sistem Informasi dan Komputer)* 12.2 (2023): 244-253.

Dharmawan, K., Ramona, Y., Rupiasih, N., & Nilakusmawati, D. P. E. (2015, October). Pemanfaatan aplikasi *Google docs* sebagai media pembinaan karya ilmiah remaja. In *Prosiding Seminar Nasional Ilmu Komputer Dan Teknologi Informasi, (October)* (pp. 45-48).

Filippi, Stefano, and Daniela Barattin. "Exploiting the *meCUE questionnaire* to enhance an existing UX evaluation method based on

mental models." *Design, User Experience, and Usability. Practice and Case Studies: 8th International Conference, DUXU 2019, Held as Part of the 21st HCI International Conference, HCII 2019, Orlando, FL, USA, July 26–31, 2019, Proceedings, Part IV 21*. Springer International Publishing, 2019.

González-Pérez, Laura Icela, et al. "Usability evaluation focused on user experience of repositories related to energy sustainability: A Literature Mapping." *Proceedings of the 5th International Conference on Technological Ecosystems for Enhancing Multiculturality*. 2017.

Guerberof Arenas, Ana, Joss Moorkens, and Sharon O'Brien. "The impact of translation modality on user experience: an eye-tracking study of the Microsoft Word user interface." *Machine Translation* 35.2 (2021): 205-237.

ISO9241-210:2019

<https://standards.iteh.ai/catalog/standards/sist/ec053ca4-2add-4e8c-9f0c-9664331ee35c/iso-9241-210-2019>. Page 3. ISO 9241-210:2019(E).

Lindvall, Mikael, et al. "Software tools for knowledge management." Fraunhofer Center for Experimental Software Engineering, Maryland, USA (2001).

Mandala, R., Paseru, D., & Tumewu, A. M. (2007). PEMBUATAN APLIKASI PENGOLAH KATA SEDERHANA. In Seminar Nasional Aplikasi Teknologi Informasi.

Minge, M., Thüring, M., Wagner, I., & Kuhr, C. V. (2017). *The meCUE Questionnaire: A Modular Tool for Measuring User Experience*. Dipetik 7 4, 2021, dari https://link.springer.com/chapter/10.1007/978-3-319-41685-4_11.

Minge, Michael, Manfred Thüring, and Ingmar Wagner. "Developing and validating an English version of the meCUE questionnaire for measuring user experience." *Proceedings of the*

Human Factors and Ergonomics Society Annual Meeting. Vol. 60. No. 1. Sage CA: Los Angeles, CA: SAGE Publications, 2016.

Mystakidis, S. (2022) *Metaverse. Encyclopedia*, 2, 486-497. <https://doi.org/10.3390/encyclopedia2010031> .

Ngalim Purwanto. 2008. *Metodologi Penelitian Kuantitatif*. Yogyakarta: Pustaka Pelajar.

Notoatmodjo. (2005). *Metodologi Penelitian Kesehatan*, Jakarta: Rineka Cipta.

Pauzi, F. (t.thn.). *Analisis Perbandingan User Experience Aplikasi Zoom dan Google Meet pada Pelajar*. Dipetik Juli 7, 2022, dari <http://repository.bakrie.ac.id/4499/>.

PERANGKAT LUNAK. (n.d.).

PERANGKAT LUNAK KOMPUTER. (n.d.).

Prakasa, Rivo Dimas, Satrio Hadi Wijoyo, and Intan Sartika Eris Maghfiroh. "Evaluasi dan Perbaikan Desain Pengalaman Pengguna Aplikasi Pelayanan Publik Smart Kampung Kabupaten Banyuwangi menggunakan Pendekatan Human Centered Design." *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer* 7.2 (2023): 727-736.

Sugiyono. (2005). *Statistika Untuk Penelitian*, Bandung: Alfabeta.

Sugiyono (2018) . *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*, Penerbit Alfabeta, Bandung.

Trinugi Wira Harjanti, Mk., & Susana Dwi Yulianti, Mk. (n.d.).
MODUL PEMBELAJARAN REKAYASA PERANGKAT LUNAK
PENERBIT CV. EUREKA MEDIA AKSARA.