

DAFTAR PUSTAKA

- Android. (2014). *Android History*. Retrieved April 20, 2016, from Android :
<http://www.android.com/history/>
- Applegate, L., Austin, R., & McFarlan, F. (2002). *Creating Business Advantage in the Information Age*. Boston: McGraw-Hill.
- Ardiansyah. (2011). Analisis dan Perancangan Sistem Manajemen Event Berbasis Mobile Push Notifications. *Indonesian Journal of Computing and Cybernetics Systems (IJCCS)*, 5(3). Retrieved February 24, 2016, from
<http://jurnal.ugm.ac.id/ijccs/article/viewFile/5214/4268>
- Belina, E. (2015). *Perancangan dan Implementasi Aplikasi E-Learning Versi Mobile Berbasis Android*. Medan: Universitas Sumatera Utara. Retrieved April 6, 2016, from <http://repository.usu.ac.id/handle/123456789/44861>
- Black, R. (2009). *Managing The Testing Process : Practical Tools and Techniques for Managing Software and Hardware Testing* (3rd ed.). Indianapolis: Wiley.
- Brandon, D. (2006). *Project Management for Modern Information Systems*. Hershey: IRM Press.
- Connolly, T., & Begg, C. (2010). *Database Systems : A Practical Approach to Design, Implementation, and Management* (5th ed.). United States: Pearson.
- Deitel, P., Deitel, H., & Deitel, A. (2015). *Android : How to Program*. Boston: Pearson.
- Departemen Pendidikan Nasional. (2008). *Kamus Besar Bahasa Indonesia*. Jakarta. Retrieved February 20, 2016, from <http://www.jurnal-oldi.or.id/public/kbbi.pdf>
- Drifty Co. (2013). *Ionic Framework*. Retrieved April 2, 2016, from Ionic:
<http://ionicframework.com/>

- French, A. (2011). Web Development Life Cycle : A New Methodology for Developing Web Applications. *Journal of Internet Banking and Commerce (JIBC)*, 16. Retrieved April 6, 2016, from <http://www.arraydev.com/commerce/JIBC/2011-08/Aaron%20French.pdf>
- Gargenta, M. (2011). *Learning Android* (1st ed.). Sebastopol: O'Reilly Media.
- Gustafson, J. (2013). *HTML 5 Web App Development By Example. Beginner's Guide*. Birmingham: Packt Publishing.
- IBM Coorporation. (2012). *Native, Web, or Hybrid Mobile-App Development*. IBM Software. Retrieved April 1, 2016, from <ftp://public.dhe.ibm.com/software/pdf/mobile-enterprise/WSW14182USEN.pdf>
- Ilhami, M., & Anditya. (2015). *Jago Bikin Aplikasi Smartphone*. Yogyakarta: ANDI.
- Jackson, W. (2015). *Android Studio New Media Fundamentals*. New York: Apress.
- Lionbridge. (2012). *Mobile Web Apps vs Mobile Native Apps : How to make the right choice*. Retrieved March 31, 2016, from http://www.lionbridge.com/files/2012/11/Lionbridge-WP_MobileApps2.pdf
- Pambudi, A. (2013). Implementasi Model Perangkat Lunak Pelayanan Informasi Kegiatan Belajar Mengajar Tingkat SLTA dengan Berbasis Operating System Android. *Jurnal Ilmu Komputer*, 9. Retrieved March 15, 2016, from <http://ejurnal.esaunggul.ac.id/index.php/Komp/article/view/497>
- Panhale, M. (2016). *Beginning Hybrid Mobile Application Development*. New York: Apress.
- Pertiwi, M. C., Sulistiyawan, A., Rahmawati, I., & Kaltsum, H. U. (2015, May). Hubungan Organisasi dengan Mahasiswa dalam menciptakan Leadership. *Prosiding Seminar Nasional dan Call for Papers*, 227-234. Retrieved June 12, 2016, from

<https://publikasiilmiah.ums.ac.id/bitstream/handle/11617/6041/Mustika%20Cahyaning%20Pertiwi.pdf?sequence=1>

Poerbonegoro, G. A., Rachmadi, A., & Priharsari, D. (2014). *Rancang Bangun Aplikasi Pendukung Kinerja Event Organizer Dalam Proses Booking Talent Pada Penyelenggaraan Acara Musik*. PTIIK. Malang: Universitas Brawijaya. Retrieved March 25, 2016, from <http://filkom.ub.ac.id/doro/archives/detail/DR00133201412>

Pressmann, R. S. (2010). *Software Engineering*. New York: McGraw-Hill Companies, Inc.

Rahayu, I. N. (2014). *Pengembangan Sistem Informasi Event Management*. Yogyakarta: Universitas Gajah Mada. Retrieved March 8, 2016, from http://etd.repository.ugm.ac.id/index.php?mod=penelitian_detail&sub=PenelitianDetail&act=view&typ=html&buku_id=76213&obyek_id=4

Ravulavaru, A. (2015). *Learning Ionic*. Birmingham: Packt Publishing.

Rifki, M. (2011). *Perancangan Aplikasi Pemesanan Tiket Konser Musik Untuk Media Ponsel Dengan Berbasis HTTP*. Jakarta: Universitas Pembangunan Nasional Veteran. Retrieved March 23, 2016, from <http://library.upnvj.ac.id/pdf/3tipdf/206511008/cover.pdf>

Rosa A, & Shalahuddin, M. (2015). *Rekayasa Perangkat Lunak*. Bandung: Informatika Bandung.

Saragih, H. (2012). *Pengembangan dan Desain Sistem Informasi dan Teknologi Informasi*. Jakarta: Mitra Wacana Media.

Stark, J. (2010). *Building Android Apps with HTML, CSS, and JavaScript*. Highway North: O'Reilly Media. Retrieved April 14, 2016

Susanto, A. (2004). *Sistem Informasi Manajemen, Konsep dan Pengembangannya*. Bandung: Lingga Jaya.

Sutanto, A. D. (2013). *Perancangan Aplikasi Edukasi "Smart Brain Kids" Berbasis Android sebagai Media Pembelajaran untuk anak usia dini*.

- Yogyakarta: STMIK AMIKOM Yogyakarta. Retrieved April 3, 2016, from http://repository.amikom.ac.id/files/Publikasi_09.11.2713.pdf
- Syahrul, Aini, & Saleh. (2004). Teknologi Informasi dan Pendidikan. *Journal Al-Manar*. Retrieved April 11, 2016, from <http://ftp.unpad.ac.id/orari/library/cd-al-manaar-digilib/bahan/2.%20IN%20FOCUS/TEKNOLOGI%20INFORMASI%20DAN%20PENDIDIKAN.pdf>
- Tegarden, D., Dennis, A., & Wixom, B. H. (2012). *System Analysis and Design with UML* (4th ed.). United States: John Wiley & Sons, Inc.
- Valacich, J., & Schneider, C. (2009). *Information System today, Managing in the digital World*. New Jersey: Prentice Hall.
- Westfall, J., Augusto, R., & Allen, G. (2012). *Beginning Android Web Apps Development : Develop for Android using HTML 5, CSS 3, and JavaScript*. New York: Apress.
- Whitten, J., & Bentley, L. (2007). *System Analysis and Design Methods*. New York: McGraww-Hill.
- Zunaedi, Novan, & Prapanca, A. (2014). Rekayasa Pengetahuan Mengenai Mesin Perkakas Berbasis Android. *Jurnal Manajemen Informatika*, III(2), 39-44. Retrieved April 6, 2016, from <http://ejournal.unesa.ac.id/article/14257/65/article.pdf>