

## DAFTAR PUSTAKA

- Arikunto, S. (2002). *Prosedur penelitian suatu pendekatan praktik*. Jakarta: PT Rineka Cipta.
- Bagozzi, R.P. and Yi, Y. (1988), On the Evaluation of Structural Equation models. *Journal of the Academy of Marketing Science*, 16 (1), hlm. 74-94.
- Barrette, E. (2011). Crowdfunding: A Communal Business Model. *ProQuest Research Library*, hlm. 32.
- Bradford, C.S. (2012). *Crowdfunding and federal security laws*. Nebraska: College of Law, Faculty publishing.
- Bevan, N., Kirakowski, J., & Maisel, J. (1991). What is usability?. *4<sup>th</sup> International Conference on HCI*. Stuttgart.
- Boehm, B. W. (1998). *Software Risk Management: Principles and Practice..* IEEE Software.
- Caddick, R. & Cable, S. (2011). *Communicating the user experience: a practical guide for creating useful UX documentation*. Hoboken: Wiley.
- Carroll, J. M. (1997, Februari). *Human-computer interaction: psychology as a science of design*, 48, hlm. 61-83.
- Dix, A., Finlay, J. E., Abowd, G D., & Beale, R. (2003). *Human-Computer Interaction*. Boston: Pearson.
- Eason, K.D. (2001). *The development of a user-centered design process. user centered design process (UCD)*. [Online]. Diakses dari <http://www.upa.org.nz/wpcontent/uploads/2006/09/upanz-govis-sept-2006.pdf>.
- Eisingerich, A. B. & Rubera, G (2010). Drivers of brand commitment: a cross-national investigation. *Journal of International Marketing, American Marketing Association*, 18 (2), hlm. 64-79.
- Gobble, MAM. (2012). Everyone Is a Venture Capitalist: The New Age of Crowdfunding. *Research Technology Management Journal*, 55 (4).
- Hadjar, I. (1996). Dasar-dasar Metodologi Penelitian Kualitatif dalam Pendidikan. Jakarta: Raja Grafindo Persada.

- Hair, J.F., Black, W.C., Babin, B.J., & Anderson, R.E. (2010). *Multivariate data analysis*. Ed. 7. Upper Saddle River: Prentice Hall.
- Hartmann, J. (2011). User experience monitoring: Über die Notwendigkeit geschäftskritische Online-Prozesse permanent zu überwachen. *iCom*, 10(3), hlm. 59–62.
- Hassenzahl, M. (2001). The effect of perceived hedonic quality on product appealingness. *International Journal of Human-Computer Interaction*, 13, hlm. 481–499.
- Hasibuan, Z. A., & Santoso, H. B. (2005). The use of e-learning towards new learning paradigm: Case study student centered e-learning environment at faculty of computer science – Universitas Indonesia. *Paper dipresentasikan di ICALT TEDC 2005 Kaohsiung, Taiwan*.
- Hemer, J. (2011). *A snapshot of crowdfunding*. Karlsruhe: Fraunhofer ISI.
- Hewett, Baecker, Card, Carey, Gasen, Perlman, . . . Verplank. (1997, April 17). ACM SIGCHI Curricula for Human-Computer Interaction : 2. Definition and Overview of Human-Computer Interaction. *ACM SIGCHI Curricula for Human-Computer Interaction*: <http://old.sigchi.org/cdg/cdg2.html>
- Hornbæk, K. (2006). Current Practice in Measuring Usability: Challenges to Usability Studies and Research. *International Journal of Human-Computer Studies*, 64 (2), hlm. 79-102.
- ISO. (1998). ISO 9241-11. *Ergonomic requirements for office work with visual display terminals (VDTs), part 11: guidance on usability*.
- ISO. (1999). ISO 13407: *Human-centred design process for interactive system*.
- ISO. (2010). ISO 9241-210: *Ergonomics of human-system interaction, provides guidance on human-system interaction throughout the life cycle of interactive systems*.
- Knight, K. (2011). *Responsive Web Design: What It Is and How To Use It*. [Online]. Diakses dari <http://coding.smashingmagazine.com/2011/01/12/guidelines-for-responsive-web-design/>.
- Landauer, T. K. (1995). *The trouble with computers*. Boston: MIT Press.

- Laugwitz, B., Held, T., & Schrepp, M. (2008). *Construction and evaluation of a user experience questionnaire*. Holzinger (Ed.), USAB 2008, LNCS 5298 (hlm. 63–76). Berlin: Springer-Verlag.
- Marcotte, E. (2010). *Responsive Web Design*. A Book Apart
- Nielsen, J. (2012, Januari 4). *Usability 101: Introduction to usability*. [Online] diakses dari: <http://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- Nielsen, J. & Norman, D. *The definition of user experience*. [Online]. Diakses dari <https://www.nngroup.com/articles/definition-user-experience/>
- Ordanini, A., Miceli, L., Pizzetti, M., & Parasuraman, A. (2011) Crowd-funding: transforming customers into investors through innovative service platforms, *Journal of Service Management*, 22 (4), hlm. 443-470.
- Preece, J., Rogers, Y., & Sharp, H. (2012). *Interaction design: beyond human-computer interaction*. New York: J. Wiley & Sons.
- Pressman, R. S. (2010). *Software Engineering: a practitioner's approach*. McGraw-Hill.
- Purnamasari, Esty dkk. (2012). Evaluasi Website JobsDB Mobile dengan Metode Usability Heuristic. *Prosiding Seminar Ilmiah Nasional Komputer dan Sistem Intelijen 2012 (Online)*. Depok, 18-19 September 2012. Elida, Tety dkk, Lembaga Penelitian Universitas Gunadarma, hlm. 123-130.
- Rauschenberger, M., Hinderks, A., & Thomaschewski, T. (2011). Benutzererlebnis bei Unternehmenssoftware: Ein Praxisbericht über die Umsetzung attraktiver Unternehmenssoftware [User experience in business software: A practice report about the implementation of attractive business software]. Dalam Brau, H., Lehmann, A., Petrovic, K., & Schroeder, M. C. (Editor), *Usability Professionals 2011*, hlm. 158-163. Stuttgart: German UPA e.V.
- Rauschenberger, M., Schrepp, M., Olschner, S., Thomaschewski, J. & Cota, M. P. (2012). Measurement of user experience. A Spanish language version of the User Experience Questionnaire (UEQ). Dalam A. Rocha, J. A. Calvo-Manzano, L. P. Reis, & M. P. Cota (Editor.). *Sistemas y Tecnologías de*

- Información – Actas de la 7a Conferencia Ibérica de Sistemas y Tecnologías de Información – Madrid, Spanyol, 20-23 Juni 2012.*
- Rudd, J., Stern, K., & Isensee, S. (1996). Low vs. high-fidelity prototyping debate. *interactions.* 3 (1), hlm. 76-85.
- Santoso, H. B. (2014). User Experience Questionnaire: An Indonesian version. Retrieved from: <http://www.ueq-online.org/index.php/user-experience-questionnaire-download>
- Sauro, Jeff. (2013). *How to measure the learnability.* [Online]. Diakses dari: <https://measuringu.com/measure-learnability/>.
- Schrepp, M., Olschner, S., & Schubert, U. (2013). User Experience Questionnaire (UEQ) Benchmark: Praxiserfahrungen zur Auswertung und Anwendung von UEQ-Erhebungen im Business-Umfeld [User experience questionnaire (UEQ) benchmark: Practical experiences with the analysis and application of UEQ-Evaluations in the area of business software]. Dalam Brau, H., Lehmann, A., Petro, hlm 348-354. Stuttgart: German UPA e.V.
- Seffah, A., Gulliksen, Desmarais, J., & Desmarais, M. C. (2005). Integrating Usability In The Development Process. *Human-Centered Software Engineering - Integrating Usability in the Software Development Lifecycle., An Introduction to Human-Centered Software Engineering.*
- Sudarmawan, & Ariyus, D. (2007). *Interaksi Manusia dan Komputer.* Yogyakarta: Andi Publisher.
- Sugiyono. (2013). *Metode penelitian kuantitatif, kualitatif, dan R&D.* Bandung: Alfabeta.
- Tempo Interaktif. (2011, Juli 11). *Koin Prita Rp 800 Juta Telah Disumbangkan ke Korban Merapi.* [Online] Diakses dari Tempo Online: <https://m.tempo.co/read/news/2011/07/10/063345813/koin-prita-rp-800-juta-telah-disumbangkan-ke-korban-merapi>
- Usability.gov. (t). *User Interface Design Basics.* [Online]. Diakses dari <http://www.usability.gov/what-and-why/user-interface-design.html>
- Wieschnowsky, T., & Paulheim, H. (2011). A visual tool for supporting developers in ontology- based application integration. *7th International*

*Workshop on Semantic Web Enabled Software Engineering (ISWC) 2011.*

Bonn, Germany.

We Are Social. (2016). *Digital in 2016: Internet and Device Statistic in Indonesia.* [Online]. Diakses dari <http://www.slideshare.net/wearesocialsg/digital-in-2016>