

## Daftar Pustaka

- Adelugba, Ayobami. *How the 60-30-10 rule saved the day*. 4 September 2022. <https://uxdesign.cc/how-the-60-30-10-rule-saved-the-day-934e1ee3fdd8> (diakses October 21, 2022).
- AgileTech Vietnam. *Flutter Advantages: 10 Reasons Why Using Flutter For Your Next Project*. 18 Oktober 2020. <https://agiletech.medium.com/flutter-advantages-10-reasons-why-using-flutter-for-your-next-project-d8bdd065ada4> (diakses Februari 1, 2023).
- C, Tiffany , Nelly Helim, Septatrivanto Wandy, Aurel Sondakh, dan Teofilus Natanael S. *Mobile User Experience*. t.thn. <https://socs.binus.ac.id/2020/12/01/mobile-user-experience/> (diakses October 22, 2022).
- CompareCamp. *Trello Review*. t.thn. <https://comparecamp.com/trello-reviews-pricing-benefits-and-features-analysis/> (diakses Februari 1, 2023).
- Duta Laserindo Metal. *Get to know: PT Duta Laserindo Metal*. 22 February 2021. <https://dlm.co.id/en/magazine/1/get-to-know-pt-duta-laserindo-metal> (diakses June 26, 2022).
- Enggie, Amelia Hillary , Randy Davlin, Reiner Telasman, dan William Yanson Anggono. *Mobile User Interface*. t.thn. <https://socs.binus.ac.id/2020/12/02/mobile-user-interface/> (diakses October 21, 2022).
- Firebase. 23 June 2022. [https://firebase.google.com/?gclid=CjwKCAjwzeqVBhAoEiwAOrEmzTBnRXIs5kz\\_nOYRgy8kNJDo1tccp0T8Cw6CZ2soA3QH81P9jSpEhBoCecIQAvD\\_BwE&gclsrc=aw.ds](https://firebase.google.com/?gclid=CjwKCAjwzeqVBhAoEiwAOrEmzTBnRXIs5kz_nOYRgy8kNJDo1tccp0T8Cw6CZ2soA3QH81P9jSpEhBoCecIQAvD_BwE&gclsrc=aw.ds) (diakses June 29, 2022).
- . *Firebase Authentication*. 2022. <https://firebase.google.com/docs/auth> (diakses Februari 1, 2023).
- . *Firebase Cloud Messaging*. 2022. <https://firebase.google.com/docs/cloud-messaging> (diakses Februari 1, 2023).
- . *Firebase Crashlytics*. 2022. <https://firebase.google.com/docs/crashlytics> (diakses Februari 1, 2023).
- . *Firebase Realtime Database*. 2022. <https://firebase.google.com/docs/database> (diakses Februari 1, 2023).
- . *Firebase Test Lab*. 2022. <https://firebase.google.com/docs/test-lab> (diakses Februari 1, 2023).
- . *Google Analytics*. 2022. <https://firebase.google.com/docs/analytics> (diakses Februari 1, 2023).
- Flutter. 15 June 2022. [https://flutter.dev/?gclid=CjwKCAjwzeqVBhAoEiwAOrEmzeF0gDxgy1AbdWosPpuWZawPE6FfN\\_inWzeHQblCmiXRfaOLjNoexoCE0oQAvD\\_BwE&gclsrc=aw.ds](https://flutter.dev/?gclid=CjwKCAjwzeqVBhAoEiwAOrEmzeF0gDxgy1AbdWosPpuWZawPE6FfN_inWzeHQblCmiXRfaOLjNoexoCE0oQAvD_BwE&gclsrc=aw.ds) (diakses June 29, 2022).
- . *Flutter for Android developers*. t.thn. <https://docs.flutter.dev/get-started/flutter-for/android-devs> (diakses November 13, 2022).

- Google. *Touch target size*. t.thn. <https://support.google.com/accessibility/android/answer/7101858?hl=en#:~:text=Consider%20making%20touch%20targets%20at,touchscreen%20objects%20is%207-10mm>. (diakses October 29, 2022).
- Justinmind. *7 rules for mobile UI button design*. 8 June 2017. <https://uxplanet.org/7-rules-for-mobile-ui-button-design-e9cf2ea54556> (diakses October 22, 2022).
- Keating, Eric. *8 user onboarding metrics and KPIs you should be measuring*. t.thn. <https://www.appcues.com/blog/user-onboarding-metrics-and-kpis> (diakses Februari 2, 2023).
- Liang, Yanxia. *Application of Gestalt psychology in product human-machine Interface design*. August 2018. [e-journal] [https://www.researchgate.net/publication/326815394\\_Application\\_of\\_Gestalt\\_psychology\\_in\\_product\\_human-machine\\_Interface\\_design](https://www.researchgate.net/publication/326815394_Application_of_Gestalt_psychology_in_product_human-machine_Interface_design) (diakses October 22, 2022).
- Material Design. *Lists*. t.thn. <https://m2.material.io/components/lists#anatomy> (diakses October 22, 2022).
- . *Onboarding models*. t.thn. <https://material.io/archive/guidelines/growth-communications/onboarding.html#onboarding-onboarding-models> (diakses October 16, 2022).
- Renz, Jan , Thomas Staubitz, Jaqueline Pollack, dan Christoph Meinel. *Improving the Onboarding User Experience in MOOCs*. July 2014. [e-journal] [https://www.researchgate.net/publication/295903629\\_Improving\\_the\\_Onboarding\\_User\\_Experience\\_in\\_MOOCs](https://www.researchgate.net/publication/295903629_Improving_the_Onboarding_User_Experience_in_MOOCs) (diakses October 16, 2022).
- Rosencrance, Linda. *Google Firebase*. April 2019. <https://www.techtarget.com/searchmobilecomputing/definition/Google-Firebase> (diakses June 26, 2022).
- Schwaber, Ken , dan Jeff Sutherland. *The Scrum Guide*. November 2020. <https://scrumguides.org/docs/scrumguide/v2020/2020-Scrum-Guide-US.pdf#zoom=100> (diakses July 15, 2022).
- Subramaniyan, Sandhya. *The Rounded User Experience*. 30 July 2022. <https://uxplanet.org/the-rounded-user-experience-ff7a1898ab33> (diakses October 22, 2022).
- Thomas, Gaël. *What is Flutter and Why You Should Learn it in 2020*. 12 December 2019. [https://www.freecodecamp.org/news/what-is-flutter-and-why-you-should-learn-it-in-2020/#:~:text=Flutter%20is%20a%20free%20and,\(for%20iOS%20and%20Android\)](https://www.freecodecamp.org/news/what-is-flutter-and-why-you-should-learn-it-in-2020/#:~:text=Flutter%20is%20a%20free%20and,(for%20iOS%20and%20Android)). (diakses June 26, 2022).
- Trello. *About Trello*. t.thn. <https://trello.com/about> (diakses July 15, 2022).
- Upland Admin. *25% of Users Abandon Apps After One Use*. 2019. <https://uplandsoftware.com/localytics/resources/blog/25-of-users-abandon-apps-after-one-use/> (diakses October 16, 2022).
- Verma, Akanksha, Amita Khatana, dan Sarika Chaudhary. *A Comparative Study of Black Box Testing and White Box Testing*. December 2017. [e-journal] [https://www.researchgate.net/publication/325816726\\_A\\_Comparative\\_Stu](https://www.researchgate.net/publication/325816726_A_Comparative_Stu)

dy\_of\_Black\_Box\_Testing\_and\_White\_Box\_Testing (diakses November 19, 2022).

Zaraysky, Susanna. *The Evolution of Material Design's Text Fields*. 1 November 2019. <https://medium.com/google-design/the-evolution-of-material-designs-text-fields-603688b3fe03> (diakses October 22, 2022).

Zhulidin, Andrey. *Guide for designing better mobile apps typography*. 9 September 2019. <https://uxdesign.cc/guide-for-designing-better-mobile-apps-typography-5796495ef86f> (diakses October 22, 2022).

