DAFTAR PUSTAKA
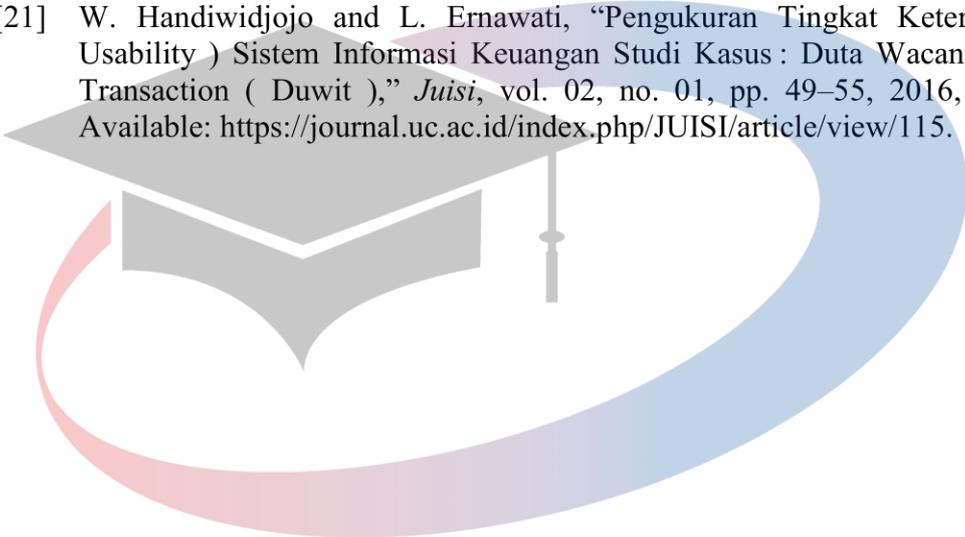
[1] Y. Wijanarko, "Jumlah Startup di Indonesia Ratusan atau Ribuan?," *Kominfo*, 2019. https://kominfo.go.id/content/detail/17233/jumlah-startup-di-indonesia-ratusan-atau-ribuan/0/sorotan_media (accessed Nov. 09, 2020).

[2] S. Priambada, "Manfaat Penggunaan Media Sosial Pada Usaha Kecil Menengah (Ukm)," *Semin. Nas. Sist. Inf. Indones.*, no. November, pp. 2–3, 2015.

[3] D. Purnomo, "Model Prototyping Pada Pengembangan Sistem Informasi," *J I M P - J. Inform. Merdeka Pasuruan*, vol. 2, no. 2, pp. 54–61, 2017, doi: 10.37438/jimp.v2i2.67.

[4] E. Legowo and I. Ibad, *Panduan Pendirian Usaha Studio Musik*. Surakarta: Badan Ekonomi Kreatif, 2016.

[5] H. J. Rosenblatt and S. Tilley, *Systems analysis and design*, 11th ed. Australia: Cengage Learning, 2017.

[6] F. Mubarok, H. Harliana, and I. Hadijah, "Perbandingan Antara Metode RUP dan Prototype Dalam Aplikasi Penerimaan Siswa Baru Berbasis Web," *Creat. Inf. Technol. J.*, vol. 2, no. 2, p. 114, 2015, doi: 10.24076/citec.2015v2i2.42.

[7] J. Cao, K. Zieba, and M. Ellis, *The Ultimate Guide to Prototyping*. UXPin, 2015.

[8] S. Novika and L. Khakim, "Analisis dan Perancangan Sistem Informasi Akademik Madrasah Aliyah Darul Ulum Assyar'iyyah Berbasis Web," *J. Sist. Inf.*, vol. 2, no. 2, pp. 93–102, 2016.

[9] M. Rosalita, "Wawancara, Sebuah Interaksi Komunikasi Dalam Penelitian Kualitatif," *Jurnal Ilmu Budaya*, vol. 11, no. 2. Jurnal Ilmu Budaya Unilak, pp. 71–79, 2015, doi: 10.31849/jib.v11i2.1099.

[10] V. O. H. WONGSO, "PENGENALAN MOBILE," *Research & Project Staff | Information System Laboratory, Binus University*, 2018. https://sis.binus.ac.id/2018/02/13/pengenalan-mobile/ (accessed Nov. 25, 2020).

[11] M. T. VIEGA, "KARAKTERISTIK MOBILE E-COMMERCE," *Training and Competition Coordinator | Information System Laboratory, Binus University*, 2017. https://sis.binus.ac.id/2017/04/27/karakteristik-mobile-e-commerce/# (accessed Nov. 26, 2020).

[12] O. Bigtek, "Bagaimana Karakteristik Aplikasi yang baik ?," *BINOKASIH GLOBAL TEKNOLOGI*, 2020. https://www.bigtek.co.id/bagaimana-karakteristik-aplikasi-yang-baik/ (accessed Nov. 26, 2020).

[13] M. Q. Alqahtnai, "THE DIFERENT BETWEEN HYBRID, WEB AND NATIVE MOBILE APPLICATION," *J. Pendidik. Khusus Arab*, vol. 4, no. 11, 2020, doi: 10.33850/ejev.2020.68958.

[14] D. Chell, T. Erasmus, S. Colley, and O. Whitehouse, *Mobile apps hackers handbook*. WILEY, 2015.

[15] M. Seidl, M. Scholz, C. Huemer, and G. Kappel, *UML@Classroom: An introduction to object-oriented modeling*. Springer International Publishing, 2015.

[16] A. Dennis, B. Wixom, and D. Tegarden, *SYSTEMS ANALYSIS & DESIGN An Object-Oriented Approach with UML*, 5th ed. WILEY, 2015.

[17] B. Rumpe, *Modeling with UML*, 1st ed. Switzerland: Springer Publishing Company, Incorporated, 2016.

[18] A. W. West and S. Prettyman, *Practical PHP 7, MySQL 8, and MariaDB Website Databases*. Apress, 2018.

[19] C. Coronel and S. Morris, *Database Systems: Design, Implementation, and Management*, 12th ed. BOSTON: Cengage Learning, 2016.

[20] I. O. for Standardization, "ISO 9241-11:2018(en) Ergonomics of human-system interaction — Part 11: Usability: Definitions and concepts," *ISO*, 2018. https://www.iso.org/obp/ui/#iso:std:iso:9241:-11:ed-2:v1:en (accessed Jul. 14, 2021).

[21] W. Handiwidjojo and L. Ernawati, "Pengukuran Tingkat Ketergunaan (Usability) Sistem Informasi Keuangan Studi Kasus : Duta Wacana Internal Transaction (Duwit)," *Juisi*, vol. 02, no. 01, pp. 49–55, 2016, [Online]. Available: https://journal.uc.ac.id/index.php/JUISI/article/view/115.