

## DAFTAR PUSTAKA

- [1] D. Noviani, R. Pratiwi, S. Silvianadewi, M. B. Alexandri, and A. Hakim, "Pengaruh Streaming Musik Terhadap Industri Musik Di Indonesia," vol. 29, no. 1, 2020.
- [2] Daily Social, "Survei Layanan Streaming Musik," p. 7, 2018.
- [3] P. Spotify, "Perbandingan Spotify vs Joox yang Perlu Kamu Tahu Perbandingan Spotify vs Joox," no. March 2018, pp. 1–4, 2021.
- [4] JOOX, "About JOOX," pp. 1–3, 2021.
- [5] Statista, "Spotify 's monthly active users 2015-2020 In the third quarter of 2020," pp. 2019–2020, 2021.
- [6] "Spotify: Listen to podcasts & find music you love - Apps on Google Play." <https://play.google.com/store/apps/details?id=com.spotify.music&hl=en&gl=US> (accessed Mar. 18, 2021).
- [7] B. Laugwitz, T. Held, and M. Schrepp, "Preview – Issue 4 / 2007," *Lncs*, vol. 5298, p. 2007, 2007.
- [8] D. Rahadian, G. Rahayu, and R. R. Oktavia, "Teknologi Pendidikan: Kajian Aplikasi Ruangguru Berdasarkan Prinsip dan Paradigma Interaksi Manusia dan Komputer," *J. Petik*, vol. 5, no. 1, pp. 11–24, 2019, doi: 10.31980/jpetik.v5i1.489.
- [9] A. Mufti, "Rancangan Layar Sebagai Alat Bantu Pendewasa," *Fakt. Exacta*, vol. 8, no. 2, pp. 181–185, 2015.
- [10] I. Santoso, "Interaksi Manusia dan Komputer," F. S. Suyantoro, Ed. Andi, Amazon.com, BukuKita.com, Gramedia, 2009.
- [11] T. Pujadi, "PENGUNAAN KOMPUTER UNTUK MENINGKATKAN KESEHATAN DAN KESELAMATAN KERJA ( K3 ) Tinjauan Pustaka," vol. 2, no. 2, pp. 102–105, 2008.
- [12] Monica, "PENGARUH WARNA, TIPOGRAFI, DAN LAYOUT PADA DESAIN SITUS," 2010, pp. 459–468, [Online]. Available: <https://media.neliti.com/media/publications/167092-ID-pengaruh-warna-tipografi-dan-layout-pada.pdf>.
- [13] D. Aqil and I. Mustaqim, "Perancangan Ulang User Interface Sistem Informasi Kecamatan Ngemplak Yogyakarta," 2014, [Online]. Available: <https://media.neliti.com/media/publications/173988-ID-analisis-pengaruh-user-interface-terhada.pdf>.
- [14] R. F. A. Aziza and Y. T. Hidayat, "Analisa Usability Desain User Interface Pada Website," vol. 13, no. 1, pp. 7–11, 2019.
- [15] R. P. M. Santoso, "PERANCANGAN USER INTERFACE UKM BATIK MENGGUNAKAN METODE USER CENTERED DESIGN (UCD)," p. 121, 2018, [Online]. Available: <http://repository.dinamika.ac.id/id/eprint/3215/1/14410100136-2018-STIKOMSURABAYA.pdf>.
- [16] S. K. Alfian Nurlifa and Kariyam, "Analisis Pengaruh User Interface Terhadap Kemudahan Penggunaan Sistem Pendukung Keputusan Seorang Dokter," *Pros. SNATIF Ke-1 Tahun 2014*, pp. 333–340, 2014.
- [17] ISO/IEC 11581-1:2000, "Online Browsing Platform ( OBP ) Search Sign in and symbols — Icon symbols and functions —," vol. 2000, p. 11581, 2000.
- [18] Thai Lam, "6 Steps in A Common UX Design Process | by Thai Lam | Prototypr," pp. 1–14, 2016.
- [19] C. Jessica, "Seberapa Penting User Experience (UX) Design dalam Dunia Digital?," *Glints.Com*, pp. 1–8, 2020.
- [20] J. J. Garrett, *The Scope Plane - Functional Requirements and Content Requirements*. 2011.

- [21] M. B. Wiryawan, "User Experience (Ux) sebagai Bagian dari Pemikiran Desain dalam Pendidikan Tinggi Desain Komunikasi Visual," *Humaniora*, vol. 2, no. 2, p. 1158, 2011, doi: 10.21512/humaniora.v2i2.3166.
- [22] M. Rauschenberger, M. Schrepp, M. Perez-Cota, S. Olschner, and J. Thomaschewski, "Efficient Measurement of the User Experience of Interactive Products. How to use the User Experience Questionnaire (UEQ). Example: Spanish Language Version," *Int. J. Interact. Multimed. Artif. Intell.*, vol. 2, no. 1, p. 39, 2013, doi: 10.9781/ijimai.2013.215.
- [23] E. L. C. Law and P. Van Schaik, "Modelling user experience - An agenda for research and practice," *Interact. Comput.*, vol. 22, no. 5, pp. 313–322, 2010, doi: 10.1016/j.intcom.2010.04.006.
- [24] M. Schrepp, A. Hinderks, and J. Thomaschewski, "Construction of a Benchmark for the User Experience Questionnaire (UEQ)," *Int. J. Interact. Multimed. Artif. Intell.*, vol. 4, no. 4, p. 40, 2017, doi: 10.9781/ijimai.2017.445.
- [25] B. Laugwitz, T. Held, and M. Schrepp, "Construction and evaluation of a user experience questionnaire," *Lect. Notes Comput. Sci. (including Subser. Lect. Notes Artif. Intell. Lect. Notes Bioinformatics)*, vol. 5298 LNCS, pp. 63–76, 2008, doi: 10.1007/978-3-540-89350-9\_6.
- [26] M. Schrepp, "User Experience Questionnaire Handbook Version 8," URL [https://www.Res.net/publication/303880829\\_User\\_Experience\\_Questionnaire\\_Handbook\\_Version\\_2.\(Accessed\\_02.02.2017\)](https://www.Res.net/publication/303880829_User_Experience_Questionnaire_Handbook_Version_2.(Accessed_02.02.2017)), no. September 2015, pp. 1–15, 2019.
- [27] Sugiyono, "Metode Penelitian Kuantitatif Kualitatif dan R & D," *Audit. dan Jasa Assur.*, p. 12, 2008.
- [28] Jonathan Sarwono, "No Title قانون در طب," p. 283, 2006.
- [29] E. Bars, "Pengantar statistik pendidikan," no. January, pp. 5019–5019, 2008.
- [30] A. Shelley, "Digital Media Reviews," *Notes*, vol. 69, no. 1, pp. 132–138, Apr. 2021.
- [31] Z. R. Karyono, Y. T. Mursityo, and H. Muslimah Az-Zahra, "Analisis Perbandingan Pengalaman Pengguna Pada Aplikasi Music Streaming Menggunakan Metode UX Curve (Studi Pada Spotify dan JOOX)," *J. Pengemb. Teknol. Inf. dan Ilmu Komput. e-ISSN*, vol. 3, no. 7, pp. 6422–6429, 2019, [Online]. Available: <http://j-ptiik.ub.ac.id>.
- [32] I. Akbar and N. H. Rosita., "Pengaruh Electronic Word of Mouth dan Brand Image Terhadap Minat Pembelian Music Streaming JOOX.," *J. Ilm. Mhs. Fak. Ekon. dan Bisnis Brawijaya*, vol. 2, no. 5, pp. 1-17., 2017.
- [33] "√ Pengertian Metode Pengumpulan Data, Jenis, dan Cara Menulisnya | PenelitianIlmiah.Com." <https://penelitianilmiah.com/metode-pengumpulan-data/> (accessed Apr. 30, 2021).
- [34] Isti Pujihastuti, "PRINSIP PENULISAN KUESIONER PENELITIAN," *J. Agribisnis Dan Pengemb. Wil.*, vol. 2, no. 1, p. h.44, 2010.
- [35] A. Muhson, "Teknik Analisis Kuantitatif," *Makal. Tek. Anal. II*, pp. 1–7, 2006, [Online]. Available: <http://staffnew.uny.ac.id/upload/132232818/pendidikan/Analisis+Kuantitatif.pdf>.
- [36] A. B. Eisingerich and G. Rubera, "Drivers of brand commitment: A cross-national investigation," *J. Int. Mark.*, vol. 18, no. 2, pp. 64–79, 2010, doi: 10.1509/jimk.18.2.64.