

DAFTAR PUSTAKA

- Cooper, A., Reimann, R., & Cronin, D. (2007). In A. Cooper, R. Reimann, & D. Cronin, *About Face 3 The Essentials of Design* (p. 610). Indianapolis: Wiley Publishing, Inc
- Garrett, J. J. (2011). *The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd ed.)*. New Riders.
- Globalindo, P. P. (2016). User Guide CareSys User. Pekanbaru: PT Primanusa Globalindo.
- Globalindo, P. P. (2022). User Guide Gtrack.id. Pekanbaru: PT. Primanusa Globalindo.
- Harahap, S. H. (2019). Analisis Pembelajaran Sistem Akuntansi Menggunakan Draw.Io Sebagai Perancangan Diagram Alir. *Prosiding Seminar Nasional Multidisiplin Ilmu Universitas Asahan 2018, November*, 101–103
- Primanusa Globalindo. (2024). Diambil kembali dari PT. Primanusa Globalindo: <https://primanusa.com/>
- Rosenfeld, L., & Morville, P. (2006). *Information Architecture for the World Wide Web*. O'Reilly Media.
- Schneider, G. P. (2011). *Electronic Commerce (9th ed.)*. Cengage Learning.
- Shneiderman, B., & Plaisant, C. (2005). *Designing the User Interface: Strategies for Effective Human-Computer Interaction (4th ed.)*. Addison-Wesley.

Stair, Ralph M., & Reynolds, G. W. (2010). In R. M. Stair, & G. W. Reynolds, *Fundamentals of Information Systems* (p. 476). Boston: Joe Sabatino.

Sundego, J. (2023, June 16). *Figma Adalah: Fitur, Kegunaan, dan Manfaatnya*. Retrieved from Purwadhika: Digital Technology School: <https://purwadhika.com/blog/figmaadalah-fitur-kegunaan-dan-manfaatnya>

What is Figma?: noble desktop. (n.d.). Retrieved from noble desktop:<https://www.nobledesktop.com/learn/figma/what-isfigma>