

DAFTAR PUSTAKA

- Adaji, I., & Vassileva, J. (2016). Evaluating persuasive systems using the PSD framework. *CEUR Workshop Proceedings, 1618*, 3–4.
- Ayuningtyas, D., Misnaniarti, M., & Rayhani, M. (2018). Analisis Situasi Kesehatan Mental Pada Masyarakat Di Indonesia Dan Strategi Penanggulangannya. *Jurnal Ilmu Kesehatan Masyarakat, 9*(1), 1–10. <https://doi.org/10.26553/jikm.2018.9.1.1-10>
- Chandrashekar, P. (2018). Do mental health mobile apps work: evidence and recommendations for designing high-efficacy mental health mobile apps. *MHealth, 4*, 6–6. <https://doi.org/10.21037/mhealth.2018.03.02>
- Garrido, S., Cheers, D., Boydell, K., Nguyen, Q. V., Schubert, E., Dunne, L., & Meade, T. (2019). Young people’s response to six smartphone apps for anxiety and depression: Focus group study. *JMIR Mental Health, 6*(10). <https://doi.org/10.2196/14385>
- Jabat, D. E. B., Tarigan, L. L., Purba, M., & Saragih, V. (2022). Perubahan Mental Dengan Memanfaatkan Startup Kesehatan Mental. *SKYLANDSEA PROFESIONAL Jurnal Ekonomi, Bisnis Dan Teknologi, 2*(1), 147–151.
- Jalowski, M. (2020). Integrating Persuasive Technology in Participatory Design Workshops: Prototypes for Participant Support. In *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics): Vol. 12064 LNCS*. https://doi.org/10.1007/978-3-030-45712-9_3
- Langrial, S., Lehto, T., Oinas-Kukkonen, H., Harjumaa, M., & Karppinen, P. (2012). Native mobile applications for personal wellbeing: A persuasive systems design evaluation. *Proceedings - Pacific Asia Conference on Information Systems, PACIS 2012, November 2015*.
- Meedya, S., Sheikh, M. K., Win, K. T., & Halcomb, E. (2019). Evaluation of breastfeeding mobile health applications based on the persuasive system design model. In *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics): Vol. 11433 LNCS*. Springer International Publishing. https://doi.org/10.1007/978-3-030-17287-9_16
- Nindya, N. P., & Nugraha, N. D. (2023). PERANCANGAN PROTOTIPE MEDIA APLIKASI BAGI PENDERITA ANXIETY DAN MOOD DISORDER DESIGN OF APPLICATION MEDIA PROTOTYPE FOR ANXIETY AND MOOD DISORDER. *10*(2), 2712–2732.
- Oinas-Kukkonen, H., & Harjumaa, M. (2009). Persuasive systems design: Key issues, process model, and system features. *Communications of the Association for Information Systems, 24*(1), 485–500. <https://doi.org/10.17705/1cais.02428>
- Parada, F., Martínez, V., Espinosa, H. D., Bauer, S., & Moessner, M. (2020). Using Persuasive Systems Design Model to Evaluate “cuida tu Ánimo”: An Internet-Based Pilot Program for Prevention and Early Intervention of Adolescent Depression. *Telemedicine and E-Health, 26*(2), 251–254. <https://doi.org/10.1089/tmj.2018.0272>
- Saldanha, C. (2007). Mobile health. *Journal on Information Technology in*

- Healthcare*, 5(3), 139–140. <https://doi.org/10.5958/2319-6890.2017.00061.7>
- Yanti, A. D., Lusiana, S. H., & Tsania, C. R. (2022). *Aplikasi Kesehatan Online Sebagai Alternatif Media Konsultasi Bagi Para Penderita Kesehatan Mental*. 442–449.
- Yulianingsih, D. (2020). *Kesehatan Mental Remaja Pada Komunitas Broken Home Di Kota Semarang. (Doctoral Dissertation, Universitas Muhammadiyah Semarang)*, 26.
- Zulkarnain, Z. (2019). Kesehatan Mental dan Kebahagiaan. *Mawa'izh: Jurnal Dakwah Dan Pengembangan Sosial Kemanusiaan*, 10(1), 18–38. <https://doi.org/10.32923/maw.v10i1.715>

