

DAFTAR PUSTAKA

- Aalaei, S. *et al.* (2021) 'Design of a mobile application and evaluation of its effects on psychological parameters of covid-19 inpatients: A protocol for a randomized controlled trial', *Frontiers in Psychiatry*, 12. doi:10.3389/fpsy.2021.612384.
- Alqahtani, F., Winn, A. and Orji, R. (2021) 'Co-designing a mobile app to improve mental health and well-being: Focus Group Study', *JMIR Formative Research*, 5(2). doi:10.2196/18172.
- Aryana, B. and Brewster, L. (2019) 'Design for mobile mental health: Exploring the informed Participation Approach', *Health Informatics Journal*, 26(2), pp. 1208–1224. doi:10.1177/1460458219873540.
- Bakker, D. *et al.* (2016) 'Mental health smartphone apps: Review and evidence-based recommendations for future developments', *JMIR Mental Health*, 3(1). doi:10.2196/mental.4984.
- Firth, J. *et al.* (2017) 'The efficacy of smartphone-based mental health interventions for depressive symptoms: A meta-analysis of randomized controlled trials', *World Psychiatry*, 16(3), pp. 287–298. doi:10.1002/wps.20472.
- Fogg, B. (2009) 'A behavior model for persuasive design', *Proceedings of the 4th International Conference on Persuasive Technology* [Preprint]. doi:10.1145/1541948.1541999.
- Frost, M. *et al.* (2011) 'The monarca self-assessment system: PERSUASIVE PERSONAL MONITORING FOR BIPOLAR patients', *Proceedings of the 5th International ICST Conference on Pervasive Computing Technologies for Healthcare* [Preprint]. doi:10.4108/icst.pervasivehealth.2011.246050.
- Khaled, R. *et al.* (2006) 'Our place or mine? exploration into collectivism-focused persuasive technology design', *Persuasive Technology*, pp. 72–83. doi:10.1007/11755494_11.
- Meedya, S. *et al.* (2019) 'Evaluation of breastfeeding mobile health applications based on the persuasive system design model', *Persuasive Technology: Development of Persuasive and Behavior Change Support Systems*, pp. 189–201. doi:10.1007/978-3-030-17287-9_16.
- Nicholas, J. *et al.* (2015) 'Mobile apps for bipolar disorder: A systematic review of features and content quality', *Journal of Medical Internet Research*, 17(8). doi:10.2196/jmir.4581.
- Oinas-Kukkonen, H. and Harjumaa, M. (2009) 'Persuasive systems design: Key issues, Process Model, and system features', *Communications of the Association for Information Systems*, 24. doi:10.17705/1cais.02428.
- Olf, M. (2015) 'Mobile Mental Health: A Challenging Research Agenda', *European Journal of Psychotraumatology*, 6(1). doi:10.3402/ejpt.v6.27882.
- Repetto, C. *et al.* (2011) 'Virtual reality and mobile phones in the treatment of generalized anxiety disorders: A phase-2 clinical trial', *Personal and Ubiquitous Computing*, 17(2), pp. 253–260. doi:10.1007/s00779-011-0467-0.
- Shafin, N.A. and Abdullah, N.H. (2018) 'Persuasive system practices in Mobile Application Development', *Journal of Physics: Conference Series*, 1049, p. 012025. doi:10.1088/1742-6596/1049/1/012025.

Windarto, Y.E. and Marfuah, M. (2020) 'Perancangan User Interface Human Resource Cloud Management Software Berbasis Android', *SISTEMASI*, 9(3), p. 510. doi:10.32520/stmsi.v9i3.893.

