

DAFTAR PUSTAKA

- Agustian, E. R., & Nugroho, E. P. (2020). Sistem rekomendasi film menggunakan metode collaborative filtering dan k-nearest neighbors. *JATIKOM: Jurnal Aplikasi dan Teori Ilmu Komputer*, 3(1), 18-21.
- Alslaity, A., Chan, G., & Orji, R. (2023). A panoramic view of personalization based on individual differences in persuasive and behavior change interventions. *Frontiers in Artificial Intelligence*, 6. <https://doi.org/10.3389/frai.2023.1125191>.
- Amin, Z., Ali, N. M., Zinaida, R. S., & Helmi, S. (2024). Changing User Behavior in Decisions to Share COVID-19 Misinformation: An Implicit Association Test Study. *Jurnal Penelitian Pendidikan IPA*, 10(1), 63-71.
- Asbjørnsen, R., Smedsrød, M., Nes, L., Wentzel, J., Varsi, C., Hjelmæsæth, J., & Van Gemert-Pijnen, J. (2019). Persuasive System Design Principles and Behavior Change Techniques to Stimulate Motivation and Adherence in Electronic Health Interventions to Support Weight Loss Maintenance: Scoping Review. *Journal of Medical Internet Research*, 21. <https://doi.org/10.2196/14265>.
- Bergelson, I., Tracy, C., & Takacs, E. (2022). Best Practices for Reducing Bias in the Interview Process. *Current Urology Reports*, 23, 319 - 325. <https://doi.org/10.1007/s11934-022-01116-7>.
- Benner D., Schöbel S., Janson A. (2021). It Is Only For Your Own Good, Or Is It? Ethical Considerations For Designing Ethically Conscious Persuasive Information Systems.
- Cialdini, R. (2001). Harnessing the Science of Persuasion. *Harv. Business Rev.* 79 (9), 72–81.
- Caponetto, I., Yang, Y., Serral, E., & Kogej, A. (2020). Persuasive technology in the context of the Internet of Things. *Journal of Ambient Intelligence and Humanized Computing*, 11(4), 1239-1248.
- Creswell, J. W., & Creswell, J. D. (2023). *Research design: Qualitative, quantitative, and mixed methods approaches* (6th ed.). SAGE Publications.
- Fogg, B. J. (2002). *Persuasive technology: Using computers to change what we think and do*. Morgan Kaufmann.
- Guimaraes, M., Emmendorfer, L., & Adamatti, D. (2018). Persuasive agent based simulation for evaluation of the dynamic threshold line and trigger classification from the Fogg Behavior Model. *Simulation Modelling Practice and Theory*, 83, 18-35.
- Halim, R. N. (2020). Sistem Informasi Penjualan Pada TB Harmonis Menggunakan Metode FAST. *Jurnal Sisfokom (Sistem Informasi Dan Komputer)*, 9(2), 203-207.
- Hatmoko, A. W. (2016). Memikat Hati Wajib Pajak Sehingga Memiliki Willingness to Comply Melalui Penyuluhan Pajak Berdasarkan Fogg Behavioral Model. *Info Artha*, 2, 56-79.
- Helda Yudiastuti, H. Y. (2022). Aplikasi Layanan Perpustakaan Universitas Bina Darma Palembang Pada Ponsel Menggunakan Platform Android Versi 2.2 (Froyo).
- Ivanova, A. (2023). Gathering Empirical Information and Analysis of Strategies and Techniques of Persuasive Communication. *Postmodernism Problems*. <https://doi.org/10.46324/pmp2302230>.
- Johnson, R. B., & Christensen, L. B. (2024). *Educational research: Quantitative, qualitative, and mixed approaches*. SAGE Publications.
- Jong, N., Kip, H., & Kelders, S. (2020). Evaluation of the Perceived Persuasiveness Questionnaire: User-Centered Card-Sort Study. *Journal of Medical Internet Research*, 22. <https://doi.org/10.2196/20404>.
- Lamunde, A., Hayaty, N., & Uperiati, A. (2023). Implementation Prototype Method on Queue System Development on Android Application. *Proceedings of the 1st International*

- Conference on Sustainable Engineering Development and Technological Innovation, ICSEDTI 2022, 11-13 October 2022, Tanjungpinang, Indonesia.*
<https://doi.org/10.4108/eai.11-10-2022.2326277>.
- Marta, M. (2021). Interview Techniques. *Research Methods in the Social Sciences: An A-Z of key concepts*. <https://doi.org/10.1093/hepl/9780198850298.003.0036>.
- Mittal, P. (2020). Impact of Digital Capabilities and Technology Skills on Effectiveness of Government in Public Services. *2020 International Conference on Data Analytics for Business and Industry: Way Towards a Sustainable Economy (ICDABI)*, 1-5. <https://doi.org/10.1109/ICDABI51230.2020.9325647>.
- Muhammad Barokah. (2021). Analisis Website Perpustakaan Universitas Bina Darma Menggunakan Metode Swot.
- N. Mustafa, A. O. Ibrahim, A. Ahmed and A. Abdullah. (2017). Collaborative filtering: Techniques and applications. *International Conference on Communication, Control, Computing and Electronics Engineering (ICCCCEE), Khartoum, Sudan*.
- Oinas-Kukkonen, H., & Harjumaa, M. (2021). Persuasive systems design: Key issues, process models, and research directions. In *Designing persuasive technology: From theory to practice* (pp. 7-29). Springer.
- Orji, R., Reilly, D., Oyibo, K., & Orji, F. (2018). Deconstructing persuasiveness of strategies in behaviour change systems using the ARCS model of motivation. *Behaviour & Information Technology*, 38, 319 - 335. <https://doi.org/10.1080/0144929X.2018.1520302>.
- Pandey, G. (2024). Doing a Literature Review in English Language Teaching Research: Practical Suggestions. Access: An International Journal of Nepal Library Association. <https://doi.org/10.3126/access.v3i1.69429>.
- Schmidt, F., Kaiser, A., & Retelsdorf, J. (2023). Halo effects in grading: an experimental approach. *Educational Psychology*, 43, 246 - 262. <https://doi.org/10.1080/01443410.2023.2194593>.
- Widyasari, Y., Nugroho, L., & Permanasari, A. (2019). Persuasive technology for enhanced learning behavior in higher education. *International Journal of Educational Technology in Higher Education*, 16. <https://doi.org/10.1186/s41239-019-0142-5>.
- Wijaya, A., Agustini, E. P., & Nardo, E. (2018). Sistem informasi geografis dalam pemetaan lahan gambut di kabupaten musi banyuasin. *Jurnal Rekayasa Sistem dan Teknologi Informasi*, 2(1), 240158.
- Wu, Bin, Chen, Ma, H., & Xie, L. (2020). Deep learning for collaborative filtering: A comprehensive review. *IEEE Access*, 8, 227307-227324. <https://doi.org/10.1109/ACCESS.2020.3040781>
- Xie, H. (2022). Digital reading in college libraries: A review of literature. *Journal of Academic Librarianship*, 48(2), 102-115.
- Zhang, Y., Li, X., & Wang, Z. (2022). Digital transformation in college libraries: A quantitative analysis of the adoption of new technology and its user impact. *Library Management*, 43(5), 315-328.