

DAFTAR ISI

ABSTRAK	I
<i>ABSTRACT</i>	II
KATA PENGANTAR	III
DAFTAR ISI.....	V
DAFTAR GAMBAR	VIII
DAFTAR TABEL.....	X
DAFTAR SIMBOL.....	XII
DAFTAR LAMPIRAN	XIII
BAB I PENDAHULUAN	1
I.1 Latar Belakang Masalah.....	1
I.2 Perumusan Masalah	2
I.3 Maksud dan Tujuan.....	2
I.4 Batasan Masalah.....	3
I.5 Metodologi Penelitian	4
I.6 Sistematika Penulisan	5
BAB II INJAUAN PUSTAKA	7
II.1 Profil Tempat Penelitian	7
II.2 Landasan Teori.....	7
II.2.1 Desain Interaksi.....	7
II.2.2 <i>User Interface (UI)</i>	8
II.2.3 <i>User Experience (UX)</i>	14
II.2.4 <i>Goal Directed Design (GDD)</i>	14
II.2.5 <i>Empathy Map</i>	16

II.2.6	<i>User Persona</i>	18
II.2.7	<i>User Goals</i>	20
II.2.8	<i>User Story</i>	22
II.2.9	<i>Screen Design Worksheet</i>	22
II.2.10	<i>Usability Testing</i>	24
II.2.11	<i>Flutter</i>	30
BAB III	ANALISIS PERANCANGAN DESAIN INTERAKSI	31
III.1	<i>Research</i>	31
III.1.1	Analisis Masalah	31
III.1.2	Analisis Bisnis.....	34
III.2	<i>Modeling</i>	39
III.2.1	Analisis Pengguna.....	39
III.2.2	<i>Persona Map</i>	43
III.2.3	<i>Journey Map</i>	46
III.3	<i>Requirements</i>	47
III.3.1	<i>Problem and vision statement</i>	47
III.3.2	<i>Identify Persona Expectations</i>	49
III.3.3	<i>Identify Design Requirements</i>	51
III.4	<i>Framework</i>	59
III.4.1	<i>Wireframe</i> Publikasi.....	59
III.4.2	<i>Wireframe</i> Negosiasi.....	67
III.4.3	<i>Wireframe</i> Pendukung.....	71
III.5	<i>Refinement</i>	77
III.5.1	<i>Mockups</i> Publikasi	78
III.5.2	<i>Mockups</i> Negosiasi.....	86

III.5.3 <i>Mockups</i> Pendukung	90
BAB IV IMPLEMENTASI ANTARMUKA DAN PENGUJIAN	97
IV.1 Implementasi Antarmuka	97
IV.1.1 Implementasi Sistem	97
IV.1.2 Implementasi <i>Prototype</i>	98
IV.2 Pengujian Prototype	115
BAB V KESIMPULAN DAN SARAN	121
V.1 Kesimpulan	121
V.2 Saran.....	121
DAFTAR PUSTAKA	122