Daftar Pustaka

[1]   T. A. Saputra, "Implementasi Design Thinking Dalam Membangun Inovasi Model Bisnis Perusahaan Percetakan," *Petra Int. J. Bus. Stud.*, no. 2008, pp. 833–844, 2016.

[2]   A. A. Razi, I. R. Mutiaz, and P. Setiawan, "Penerapan Metode Design Thinking Pada Model Perancangan Ui/Ux Aplikasi Penanganan Laporan Kehilangan Dan Temuan Barang Tercecer," *Desain Komun. Vis. Manaj. Desain dan Periklanan*, vol. 3, no. 02, p. 75, 2018.

[3]   M. S. Hartawan, "Analisa User Interface Untuk Meningkatkan User Experience Menggunakan Usability Testing Pada Aplikasi Android Pemesanan Test Drive Mobil," *J. Teknol. Inf. ESIT Vol. XIV*, vol. XIV, no. 02, pp. 46–52, 2019.

[4]   A. M. B. Jelita Ardhiyani, "Analisis User Interface Media Pembelajaran Pengenalan Kosakata Untuk Anak Tunarungu," *J. Ilm. Komput. dan Inform.*, pp. 45–53, 2015.

[5]   T. O. Mayasari, E. R. Widasari, and H. Fitriyah, "Desain Interaksi Aplikasi Pengendali Smart Home Menggunakan Smartphone Android," *J. Pengemb. Teknol. Inf. dan Ilmu Komput. Univ. Brawijaya*, vol. 1, no. 2, pp. 139–147, 2017.

[6]   P. Rosinski and M. Squire, "Strange Bedfellows: Human-Computer Interaction, Interface Design, and Composition Pedagogy," *Comput. Compos.*, vol. 26, no. 3, pp. 149–163, 2009.

[7]   Y. Makasudede, "Bab 2 tinjauan pustaka," pp. 8–45, 1953.

[8]   I. Malang, "Pemodelan User Interface Dan User Experience Menggunakan Design Thinking," 2020.

[9]   P. Ladita, "Analisis penerapan aplikasi android tokocrypto menggunakan pendekatan design thinking dibantu dengan platform design toolkit v.2," 2020.

[10]   C. Müller-roterberg, "Christian Mueller-Roterberg Handbook of," no. January, 2019.

[11]   M. L. Lazuardi and I. Sukoco, "Design Thinking David Kelley & Tim Brown: Otak Dibalik Penciptaan Aplikasi Gojek," *Organum J. Saintifik Manaj. dan Akunt.*, vol. 2, no. 1, pp. 1–11, 2019.

[12]   B. Indhira, "Analisa Usability Pada Website Airlangga University E-Learning Applications (Studi Deskriptif di Kalangan Mahasiswa Pengguna Website E-Learning AULA)," *J. UNAIR, Yogyakarta.*, 2015.

[13]   Fitra Arie Budiawan, "Desain Interaksi Aplikasi Platform Traveller Menggunakan Pendekatan Design Thinking," 2019.

[14] I. Afrianto, A. Heryandi, A. Finadhita, and S. Atin, "Design Of E-Document System With Digital Signature Using User Centered Design Method," *Conf. Senat. STT Adisutjipto Yogyakarta*, vol. 5, pp. 345–356, 2019.

[15] E. Bittner and O. Shoury, "Designing Automated Facilitation for Design Thinking: A Chatbot for Supporting Teams in the Empathy Map Method," *Proc. 52nd Hawaii Int. Conf. Syst. Sci.*, pp. 227–236, 2019.