

DAFTAR PUSTAKA

- [1] N. L. G. K. Widiastuti And I. M. A. Winaya, “Prinsip Khusus Dan Jenis Layanan Pendidikan Bagi Anak Tunagrahita,” *Jurnal Santiaji Pendidikan (Jsp)*, Vol. 9, No. 2, Art. No. 2, Jul. 2019, Doi: 10.36733/Jsp.V9i2.392.
- [2] “Perancangan Media Pembelajaran Tunagrahita Kelas 1 Semester 1 Di Sdlb Pgri Singojuruh Berbasis Web | Seminar Nasional Sistem Informasi (Senasif),” May 2018, Accessed: May 26, 2022. [Online]. Available: <https://jurnalfti.unmer.ac.id/index.php/senasif/article/view/96>
- [3] S. Yuliana, “Pengaruh Latihan Identifikasi Objek Terhadap Peningkatan Konsentrasi Anak Tunagrahita Ringan Di Splb - C Yplb Cipaganti,” *Jassi Anakku*, Vol. 14, No. 1, Art. No. 1, 2014, Doi: 10.17509/Jassi.V14i1.4087.
- [4] A. Cooper, R. Reimann, D. Cronin, And A. Cooper, *About Face: The Essentials Of Interaction Design*, Fourth Edition. Indianapolis, In: John Wiley And Sons, 2014.
- [5] J. Preece, H. Sharp, Y. Rogers, *Interaction Design: Beyond Human-Computer Interaction, 4th Edition*. Chicester, West Sussex: John Wiley & Sons Ltd, 2015.
- [6] D. Dharmayanti, A. M. Bachtiar, And A. P. Wibawa, “Analysis Of User Interface And User Experience On Comrades Application,” *Iop Conf. Ser.: Mater. Sci. Eng.*, Vol. 407, P. 012127, Sep. 2018, Doi: 10.1088/1757-899x/407/1/012127.
- [7] S. Setiawansyah, Q. J. Adrian, And R. N. Devija, “Penerapan Sistem Informasi Administrasi Perpustakaan Menggunakan Model Desain User Experience,” *Jurnal Manajemen Informatika (Jamika)*, Vol. 11, No. 1, Pp. 24–36, Apr. 2021, Doi: 10.34010/Jamika.V11i1.3710.
- [8] J. Sauro And J. R. Lewis, *Quantifying The User Experience: Practical Statistics For User Research*. Amsterdam ; Waltham, Ma: Elsevier/Morgan Kaufmann, 2012.

- [9] R. Unger, *A Project Guide To Ux Design: For User Experience Designers In The Field Or In The Making*, Second Edition. Berkeley, Ca: New Riders, 2012.
- [10] E. Bittner And O. Shoury, "Designing Automated Facilitation For Design Thinking: A Chatbot For Supporting Teams In The Empathy Map Method," Presented At The Hawaii International Conference On System Sciences, 2019. Doi: 10.24251/Hicss.2019.029.
- [11] W. L. In R.-B. U. Experience, "Journey Mapping 101," *Nielsen Norman Group*. <https://www.nngroup.com/articles/journey-mapping-101/> (Accessed Feb. 12, 2022).
- [12] "Martinhanington_Universal-Methods-Of-Design.Pdf." Accessed: Feb. 12, 2022. [Online]. Available: https://edisciplinas.usp.br/pluginfile.php/5646766/mod_resource/content/1/Martinhanington_Universal-Methods-Of-Design.Pdf
- [13] P. D. Dalam P. P. B. Penelitian, "Usability Testing 101," *Nielsen Norman Group*. <https://www.nngroup.com/articles/usability-testing-101/> (Accessed Feb. 14, 2022).
- [14] E. Geisen And J. R. Bergstrom, *Usability Testing For Survey Research*. Morgan Kaufmann, 2017.
- [15] "Rocket Surgery Made Easy-The Do-It-Yourself Guide To Finding And Fixing Usability Problems.Pdf." Accessed: Feb. 14, 2022. [Online]. Available: <http://degas.en.kku.ac.th/courses/198473/resource/Rocket%20surgery%20made%20easy-The%20do-It-Yourself%20guide%20to%20finding%20and%20fixing%20usability%20problems.Pdf>
- [16] "Usability Metrics - A Guide To Quantify The Usability Of Any System," *Usability Geek*, Jun. 22, 2015. <https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-system-usability/> (Accessed May 30, 2022).
- [17] K. Mapel, "Modul Guru Pembelajar Slb Tunagrahita," P. 165, 2016.

- [18] “Semua Buku - Buku Digital Pendidikan Khusus.” [https://pmpk.kemdikbud.go.id/bukudigital/search?filter\[category\]=Tunagrahita-5fc10d959a442](https://pmpk.kemdikbud.go.id/bukudigital/search?filter[category]=Tunagrahita-5fc10d959a442) (Accessed May 30, 2022).
- [19] R. Effendi, “Konsep Revisi Taksonomi Bloom Dan Implementasinya Pada Pelajaran Matematika Smp,” *Jurnal Ilmiah Pendidikan Matematika*, Vol. 2, No. 1, Jul. 2017, Doi: 10.26877/jipmat.V2i1.1483.
- [20] N. Turner, “A Step By Step Guide To Scenario Mapping,” *Uxm*, Nov. 05, 2010. <https://www.uxforthemasses.com/scenario-mapping/> (Accessed Jul. 18, 2022).
- [21] W. L. In R.-B. U. Experience, “Storyboards Help Visualize Ux Ideas,” *Nielsen Norman Group*. <https://www.nngroup.com/articles/storyboards-visualize-ideas/> (Accessed Jul. 18, 2022).
- [22] N. Asmiati and M. I. Maureza, “Dampak smartphone pada anak dengan hambatan intelektual ringan-sedang,” *Jurnal Unik: Pendidikan Luar Biasa*, vol. 6, no. 1, Art. no. 1, Feb. 2021, doi: 10.30870/unik.v6i1.11874.