

DAFTAR PUSTAKA

- [1] A. Sutanti, K. M. M, Mustika and D. Putri, "RANCANG BANGUN APLIKASI PERPUSTAKAAN KELILING," *Jurnal Ilmiah Komputer dan Informatika (KOMPUTA)*, vol. 9, 2020.
- [2] D. Fensel, "Product Data Integration in B2B E-commerce," 2001.
- [3] S. W. I, "Pengembangan Ecommerce Produk Fashion Menggunakan Metode User Centered Design," *IT Cida*, vol. 5, no. 2, 2019.
- [4] D. Haryuda, M. Asfi and R. Fahrudin, "PERANCANGAN UI/UX MENGGUNAKAN METODE DESIGN THINKING BERBASIS WEB PADA LAPORTEA COMPANY," *Ilmiah Teknologi Informasi Terapan*, vol. 8, no. 1, pp. 111-117, 2021.
- [5] "Perancangan User Experience Dengan Menggunakan Metode Human Centered Design Untuk Aplikasi Info Calon Anggota Legislatif 2019," *Pengembangan Teknologi Informasi dan Ilmu Komputer*, vol. 3, no. 3, pp. 2798-2806, 2019.
- [6] S. Amalina, F. Wahid, V. Satriadi, F. S. Farhani and N. Setiani , "Rancang Purwarupa Aplikasi UniBook Menggunakan Metode Pendekatan Design Thinking," *Seminar Nasional Aplikasi Teknologi Informasi (SNATI)*, vol. 0, no. 0, p. 8457, 2017.
- [7] J. Manhas, "Comparative Study of Website Sitemap Feature as Design Issue in Various Websites," *International Journal Of Engineering and Manufacturing*, vol. 4, no. 3, pp. 22-28, 2014.
- [8] S. H. P, "Perancangan Website Sebagai Media Promosi Dan Informasi," *Inform* , Vols. 3, no 1, no. Pelita Nusantara, pp. 82-86, 2018.
- [9] K. A , "Perancangan User Experience Dan User Interface Pada Mobile App PeduliPanti Dengan Metode Design Thinking," *Automata*, vol. 3, p. no 2, 2022.
- [10] S. M. R. Fenny Syafariani and P. S. Erna , "Peranan Web E-Commerce Pada Dentamedia Online Terhadap Kepuasan Pelanggan," in *International Conference of the Asian Academy of Applied Business (AAAB)*, Bandung, 2013.

- [11] D. I and A. U, "Rancang Bangun Ui (User Interface) / Ux (User Interface) Aplikasi Manajemen Skripsi Pada Program Studi Teknik Di Universitas Ahmad Dahlan,," *JSTIE (Jurnal Sarj.Tek.Inform*, Vols. 6, No 2, pp. 32-42, 2018.
- [12] B. S. R and G. W. E, "Perancangan User Interface dan User Experience dengan Metode User Centered Design pada Situs Web Kalografi," vol. 2, no. Automata, 2021.
- [13] M. A. Muhyidin, M. Sulhan and A. Seviana, "Perancangan UI/UX Aplikasi My Cic Layanan Informasi Akademik Mahasiswa Menggunakan Aplikasi Figma," *Digit*, vol. 10 (2), p. 208, 2020.
- [14] M. Hassenzahl, "Experience design: Technology for all the right reasons. Synthesis Lectures on Human-Centered Informatics," vol. 3(1), pp. 1-95, 2010.
- [15] D. A. Norman, "Emotional Design : Why We Love (or hate)," in *Basic Books*, New York, 2004.
- [16] D. A. Norman, "Emotional design: Why we love (or hate) everyday things. Basic Books.," 2004.
- [17] J. Nielsen and R. Molich, "Heuristic evaluation of user interfaces. Proceedings of the SIGCHI conference on Human factors in computing systems," pp. 249-256, 1990.
- [18] D.-S. Youm and S.-Y. Yu, "Pengaruh pengalaman antarmuka pengguna (UI) terhadap sikap produk dan niat pembelian smartphone," *Konvergensi Digital*, p. 11, 2013.
- [19] E. Watulingas and D. Permana, "Pengaruh Antarmuka Pengguna, Pengalaman Pengguna, dan Pemasaran Digital terhadap Niat Pembelian," *International Humanities and Applied Sciences Journal (IHASJ)*, vol. 3, pp. 2655-65553, 2020.
- [20] Jan, "How to Create UX Flowcharts with Examples and Symbols Explained".
- [21] N. Winarsih and P. Kurniawan, "Penerapan User-Centered Design pada Sistem Informasi Dewan Masjid Indonesia (DMI) Kota Semarang Berbasis Web untuk Mengelola Potensi Masjid Kota Semarang," *Ilmu Komputer*, vol. 8, no. 1, pp. 1-8, 2020.
- [22] R. Sutanto, "Studi Kasus Website Gramedia sebagai Media Online untuk Membeli Buku," *Nirmana*, vol. 17, no. 1, p. 37, 2018.

- [23] H. I. F. Galuh and U. Indonesia, "User Experience Pada Desain Aplikasi Booking Personal Photographer Dengan Penerapan Ux Heuristic Principles Heuristic Principles.," 2018.
- [24] B. Ferreira, W. Silvia, E. Oliviera and T. Conte, "Designing Personas with Empathy Map. In SEKE," vol. 152, 2015.
- [25] T. Miaskiewicz and K. Kozar, "Personas and user-centered design: How can personas benefit product design processes? Design Studies," vol. 32, no. 5, pp. 417-430, 2011.
- [26] N. Ridwansyah, "Desain Interaksi Aplikasi Go Tawangmangu (GOTW) Untuk Perkiraan Kunjungan Wisatawan Dengan Metode Hartson-Pyla," 2018.
- [27] M. Telaumbanua, "5 Tahap Design Thinking menurut Stanford (d.school)," 2019.
- [28] A. G and H. P, *Design Thinking*, 2010.
- [29] N. A. S. Aulia and A. Gunaryati, "PerancanganUserExperience Aplikasi Mobile Charity Menggunakan Metode Design Thinking," *SISTOTENIKA*, pp. 26-36, 2021.
- [30] S. Huldand and F. Alif, "PENGEMBANGAN DESIGN SYSTEM PADA PERANGKAT LUNAK IBID," *JUPITER : Jurnal Penelitian Mahasiswa Teknik Dan Ilmu Komputer*, vol. 1, p. 37, 2021.
- [31] A. Konate, "Design System at Work," 2019.
- [32] W. Hidayat, A. Ranius, U. Efendi, Universitas, D. D, B., Universitas, J. M, A. Yani and 12 Palembang, Penerapan Metode Usability Testing Pada Evaluasi Situs Web Pemerintahan Kota Prabumulih, Prabumulih, 2021.
- [33] B. M.Z , A.F Fazar and S. N.M , "Perancangan User Interface Untuk Aplikasi Augmented Reality Sebagai Media MENGAJARKAN SALAT UNTUKKengajarkan Salat Untuk Anak Usia 4-8 Tahun," *Karya Tulis Rupa*, vol. 1, no. 01, p. 13, 2019.
- [34] Sauro and S. Utama, "Perbaikan User Interface Halaman Internet Banking Dengan Metode Usability Testing," 2011.
- [35] J. Brooke, "SUS: a retrospective." *Journal of Usability Studies*, p. 2, 2013.

- [36] J. Brooke, "SUS-A quick and dirty usability scale," *Usability evaluation in industry 189*, p. 194, 1996.
- [37] Bangor, Aaron, Philip Kortum and James Miller, "Determining what individual SUS scores mean: Adding an adjective rating scale," *Journal of usability studies 4*, pp. 114-123, 2009.
- [38] A. Garcia, "UX Research | Standardized Usability Questionnaires," pp. 29-40, 27 November 2013.
- [39] Bangor, A, Joseph, K, Sweeney-Dillon, M., Stettler, G. and Pratt, J., "Using the SUS to help demonstrate usability's value to business goals. In Proceedings of the Human Factors Society and Ergonomics Society Annual Meeting," *Santa Monica*, pp. 202-205, 2013.
- [40] J. Sauro, "Measuring Usability with the System Usability Scale (SUS)," 2 Februari 2011. [Online].
- [41] L. J. Moleong, "Metode Penelitian Kualitatif. Bandung: PT Remaja Rosdakarya," 2017.
- [42] J. Nielsen, "How Many Test Users in a Usability Study?," 2012.
- [43] M. McCloskey, "Turn User Goals into Task Scenarios for Usability Testing," 2014.
- [44] P. D. W. Ayu, "Analisis Pengukuran Tingkat Efektivitas dan Efisiensi Sistem Informasi Manajemen Surat STIKOM Bali," *JSI*, Vols. 11, no.2, pp. 99-109, May 2017.
- [45] J.Cao, K. Ziebak, K. Stryjewski and M.Ellis, "Consistency in UI Design," *UXpin Inc*, p. 37, 2015.
- [46] S. Huldand and F. Alif, "Pengembangan Design System Pada Perangkat Lunak IBID Dengan Pendekatan Atomic Design," *JUPITER : Jurnal Penelitian Mahasiswa Teknik Dan Ilmu Komputer*, p. 37, 2021.