

DAFTAR PUSTAKA

- Aulia, A. & Kusuma, G. P., 2020. Enhancement of User-Centered Design Method for Improving Usability of E-Learning Website Design. *International Journal of Emerging Trends in Engineering Research*, 8(6), pp. 2543-2550.
- Barnum, C. M., 2020. *Usability Testing Essentials: Ready, Set...Test!*. 2nd ed. Cambridge: Morgan Kauffman.
- Cheng, H., 2019. *How Does Interaction Design Affect User Experience Through Online Shopping Interfaces?*. Luoyang, IOP Publishing Ltd, pp. 1-10.
- Cooper, A., Reimann, R., Cronin, D. & Noessel, C., 2014. *About Face: The Essentials of Interaction Design*. 4th ed. Indianapolis: John Wiley & Sons, Inc.
- Cousins, Carrie. (2023), Feb 12. What Is Figma? a 101 Intro. Design Shack. <https://designshack.net/articles/software/what-is-figma-intro/>
- Dwi, A., Sekolah, S., Manajemen, T., Dan, I., Kadiri, K., Pamungkas, N., Tinggi, S., Informatika, M., Komputer, D., Widyatmoko, K., & Kadiri, D. K. (2021). *Penerapan Goal Questions Metrics Terhadap Aplikasi Monitoring Sales Consultant*. 1(2).
- Fadhli, M. (2015). *Konseptual Framework Untuk Pengukuran Kualitas Website*. *Seminar Nasional Informatika (SemnasIF)*, 2015(November), 223–228.
- Fadlulloh, (2020) *USULAN MINIMASI DEFECT PADA PROSES PRODUKSI PAVING DENGAN METODE SIX SIGMA*. Undergraduate (S1) thesis, Universitas Muhammadiyah Malang.
- Faulkner, Laura. (2003). *Beyond the five-user assumption: benefits of increased sample sizes in usability testing*. *Behavior Research Methods, Instruments, & Computers*. Vol. 35 No.3, 379-383
- Fischer, G., 2001. User Modeling in Human-Computer Interaction. *User Modeling and User-Adapted Interaction*, Issue 11, pp. 65-86.
- Hartson, R. & Pyla, P., 2019. *The UX Book: Agile UX Design for a Quality User Experience*. 2nd ed. Cambridge: Morgan Kaufmann.
- Hewett, T. T. et al., 1992. *ACM SIGCHI Curricula for Human-Computer Interaction*, New York: Association for Computing Machinery.

- Hidayat, T., & Muttaqin, M. 2018. *Pengujian Sistem Informasi Pendaftaran dan Pembayaran Wisuda Online menggunakan Black Box Testing dengan Metode Equivalence Partitioning dan Boundary Value Analysis*. Jurnal Teknik Informatika UNIS JUTIS, 6(1), 2252–5351.
- Hussain, A. & Mkpojiogu, E. O., 2015. THE EFFECT OF RESPONSIVE WEB DESIGN ON THE USER EXPERIENCE WITH LAPTOP AND SMARTPHONE DEVICES. *Jurnal Teknologi (Sciences & Engineering)*, pp. 41-47.
- Ifurnholic, A. E., Kathleen, A., Sutanto, R. P., K, A. P., Visual, D. K., Seni, F., & Petra, U. K. (n.d.). *ANALISIS PERBANDINGAN USER FLOW DARI*.
- Joo, H., 2017. A Study on Understanding of UI and UX, and Understanding of Design According to User Interface Change. *International Journal of Applied Engineering Research*, pp. 9931-9935.
- Kinney, Sean. (2023). 19 Februari. How your Usability Score is calculated. <https://help.maze.co/hc/en-us/articles/360052723353-How-your-Usability-Score-is-calculated>
- Lazar, J., Feng, J. H. & Hochheiser, H., 2017. *Research Methods in Human-Computer Interaction 2nd Edition*. 2nd ed. Cambridge: Morgan Kaufmann.
- Lazuardi, M. L. & Sukoco, I., 2019. Design Thinking David Kelley & Tim Brown: Otak Dibalik Penciptaan Aplikasi Gojek. *Organum: Jurnal Saintifik Manajemen dan Akuntansi*, 02(1), pp. 1-11.
- Lowdermilk, T., 2013. *User-Centered Design*. 1st ed. Sebastopol: O'Reilly.
- Maioli, L., 2018. *Fixing Bad UX Designs*. 1st ed. Birmingham: Packt Publishing Ltd.
- Marcus, A. (2015). Dare We Define User-Interface Design?. In HCI and User Experience Design (pp. 21-29). Springer, London.
- Maze. (2023). 15 Februari. 8 Essential usability testing methods for actionable UX insights. <https://maze.co/guides/usability-testing/methods/#moderated-unmoderated>
- Maze. (2023). 15 Februari. Chapter 8: 13 usability testing tools for better UX. Maze. <https://maze.co/guides/usability-testing/tools/#:~:text=%20Top%20user%20testing%20tools%20for%2>

0a,set%20of%20customer%20experience%20(CX)%20solutions...%20More
%20

- Mueller-Roterberg, C., 2018. *Handbook of Design Thinking: Tips & Tools for how to design thinking*. s.l.: Independently Published.
- Murad. Dina Fitria, Kusniawati. Nia, Asyanto. Agus 2013. Aplikasi Intelligence Website Untuk Penunjang Laporan PAUD Pada Himpaudi Kota Tangerang. Jurnal CCIT. Tangerang: Perguruan Tinggi Raharja. Vol. 7, No. 1, September 2013
- Platner, H., 2010. *An Introduction to Design Thinking Process Guide*. Stanford: Institute of Design at Stanford.
- Pratama, A. R., 2017. *Exploring Personal Computing Devices Ownership Among University Students in Indonesia*. s.l., Springer, pp. 835-41.
- Prathiwi, P. (2014). *Fungsi dan Peranan Repositori Institusi Studi Kasus di Perpustakaan Cifor*. <http://lib.ui.ac.id/detail?id=20159814>
- Rubin, J. & Chisnell, D., 2008. *Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests*. 2nd ed. Indianapolis: Wiley Publishing, Inc.
- Saputri, P., Arifin, Z., & Yulianto, Y. (2018). *Rancang Bangun Web Repositori Skripsi Mahasiswa Berbasis Oai-Pmh 2.0 Menggunakan Google App Engine (Studi Kasus: Program Studi Ilmu Komputer Universitas Mulawarman)*. Informatika Mulawarman: Jurnal Ilmiah Ilmu Komputer, 11(1), 64. <https://doi.org/10.30872/jim.v11i1.206>
- Sharp, H., Preece, J. & Rogers, Y., 2019. *Interaction Design: Beyond Human-Computer Interaction, Fifth Edition*. 5th ed. Indianapolis: John Wiley & Sons.
- Shneiderman, B. et al., 2018. *Designing the User Interface: Strategies for Effective Human-Computer Interaction*. 6th ed. Harlow: Pearson Education.
- Simarmata, Janner. 2010. *Rekayasa Perangkat Lunak*. Yogyakarta: Andi.
- Still, B. & Crane, K., 2017. *Fundamentals of User-Centered Design: A Practical Approach*. New York: CRC Press.
- Sulistiono, Heru. 2018. *Coding Mudah dengan CodeIgniter, jQuery, Bootstrap, dan Datatable*. Jakarta: PT. Elex Media Komputindo.

Swasty, W. & Adriyanto, A. R., 2017. *Does Color Matter on Web User Interface Design?*. CommIT (Communication & Information Technology), 11(1), pp. 17-24.

Trisminingsih, R. & Nurliaputri, D., 2019. *User Experience Design of Task-Management Application for Plantation Supervisor Using Lean UX*. Yogyakarta, IEEE.

Vallendito, B., 2020. *Pemodelan User Interface dan User Experience Menggunakan Design Thinking*, Malang: UIN Maulana Malik Ibrahim.

Yablonski, J., 2020. *Laws of UX: Using Psychology to Design Better Products & Services*. 1st ed. Sebastopol: O'Reilly Media, Inc.

