

DAFTAR GAMBAR

Gambar 2.1 Hubungan Pewaralaba dengan Investor Waralaba.....	6
Gambar 2.2 Template Lean Canvas	7
Gambar 2.3 Five Plane Method UX.....	11
Gambar 3.1 Framework Model Konseptual Hevner	15
Gambar 3.2 Sistematika Penelitian	16
Gambar 4.1 Persona User Kakilima.....	30
Gambar 4.2 Use Case diagram Kakilima	33
Gambar 4.3 Register Activity	34
Gambar 4.4 Login Activity	35
Gambar 4.5 Logout Activity	36
Gambar 4.6 Lupa Password Activity	37
Gambar 4.7 Kelola Akun Activity	38
Gambar 4.8 OnBoarding (Subscribe Plan) Activity.....	39
Gambar 4.9 Konsultasi Activity.....	40
Gambar 4.10 Online Resources Activity.....	41
Gambar 4.11 Statistik Prospek Investor.....	42
Gambar 4.12 Informasi Waralaba Activity	43
Gambar 4.13 Landing Page Activity.....	44
Gambar 4.14 Wireframe register.....	45
Gambar 4.15 Wireframe Login	46
Gambar 4.16 Wireframe Lupa Password	47
Gambar 4.17 Wireframe Kelola Akun	48
Gambar 4.18 Wireframe Subscribe Plan.....	49
Gambar 4.19 Wireframe Konsultasi.....	50
Gambar 4.20 Wireframe Online Resources	51
Gambar 4.21 Wireframe Statistik Prospek Investor.....	52
Gambar 4.22 Wireframe Informasi Waralaba.....	53
Gambar 4.23 Wireframe Landing Page.....	54
Gambar 5.1 Akun Instagram Kakilima	55

Gambar 5.2 Prototipe Halaman Register.....	57
Gambar 5.3 Prototipe Halaman Login	58
Gambar 5.4 Prototipe Halaman Lupa Password	59
Gambar 5.5 Prototipe Halaman Kelola Akun	60
Gambar 5.6 Prototipe Halaman Subscribe Plan.....	61
Gambar 5.7 Prototipe Halaman Konsultasi.....	62
Gambar 5.8 Prototipe Halaman Online Resources.....	63
Gambar 5.9 Prototipe Halaman Statistik Prospek Investor.....	64
Gambar 5.10 Prototipe Halaman Informasi Waralaba.....	65
Gambar 5.11 Prototipe Landing Page	66