

DAFTAR PUSTAKA

- Afrizal, A. (2018). Permasalahan Yang Dialami Lansia Dalam Menyesuaikan Diri Terhadap Penguasaan Tugas-Tugas Perkembangannya. *Islamic Counseling: Jurnal Bimbingan Konseling Islam*, 2(2), 91.
- Ahmi, A., & Rosli, M. (2016). EVALUATING ACCESSIBILITY OF MALAYSIAN PUBLIC UNIVERSITIES WEBSITES USING ACHECKER AND WAVE Aidi Ahmi & Rosli Mohamad Universiti Utara Malaysia, Malaysia. *Journal of ICT*, 2(2), 193–214.
- Almaliki, M., Ncube, C., & Ali, R. (2015). *Adaptive Software-based Feedback Acquisition: A Persona-based Design*.
- Almeida, J. E. (2020). Challenges of Inclusive Design for E-learning IT Courses: fostered by the Covid-19 pandemic. *Kriativ-Tech.Com*, 2.
- Ashari, R. G. (2020). *Memahami Adopsi Teknologi Internet di Kalangan Lansia*. 101–175.
- Ballantyne, M., Jha, A., Jacobsen, A., Scott Hawker, J., & El-Glaly, Y. N. (2018). Study of accessibility guidelines of mobile applications. *ACM International Conference Proceeding Series*, 305–315.
- Carol, B. (2020). *Usability Testing Essentials: Ready, Set... Test! 2nd Edition* (M. Stephen (ed.); 2nd Editio). Elsevier.
- Darmaputra, I. G. B. N. E., Wijaya, S. S., & Ayu, M. A. (2017). Evaluating the accessibility of provinces' e-government websites in Indonesia. *2017 5th International Conference on Cyber and IT Service Management, CITSM 2017*, 2–3.
- Debasmita Saha, A. M. (2015). User Interface Design Issues for Easy and Efficient Human Computer Interaction: An Explanatory Approach. *International Journal of Computer Sciences and Engineering*, 3(1), 127–135.
- Dewi Ali, S. (2017). *Persona*. Binus, School of Information Systems.
- DPR, K. V. (2016). *Undang-Undang Republik Indonesia Nomor 8 Tahun 2016*

Tentang Penyandang Disabilitas.

- Endmann, A., & Keßner, D. (2016). User Journey Mapping – A Method in User Experience Design. *I-Com*, 15(1), 105–110.
- Fadillah, F. (2014). *Implementasi Metode Activity Centered Design (ACD) pada Pembangunan Aplikasi e-Commerce Berbasis Web* [Telkom University].
- Firly, N. (2018). Create Your Own Android Application. In *Create Your Own Android Application*. PT. Elex Media Komputindo.
- Gandhawangi, S. (2021). Layanan Telemedik Meningkatkan Selama Pandemi Covid-19. *Kompas.Id*.
- Gilbert, R. M. (2019). *Design for a Digital World: Designing with Accessibility in Mind* (p. 272).
- Google. (2021). *Memulai penggunaan Accessibility Scanner*.
- Gronseth, S. (2018). Inclusive Design for Online and Blended Courses: Connecting Web Content Accessibility Guidelines and Universal Design for Learning. *Educational Renaissance*, v7, 14–22.
- Halodoc. (2020). *Syarat dan Ketentuan Pengguna Halodoc*.
- Hanifah, M. (2020). Pemanfaatan Teknologi Informasi dan Komunikasi Pada Aplikasi Halodoc sebagai Telemedicine Check Covid-19 Dalam Upaya Preventif Penyebaran Virus Corona di Sleman Yogyakarta [Universitas Mercu Buana Yogyakarta]. In *Universitas Mercu Buana Yogyakarta*.
- Harley, A. (2015). *Personas Make Users Memorable for Product Team Members*. Nngroup.Com.
- Heny, D. N. (2016). Analisis User Interface dan User Experience pada Website Sekolah Tinggi Teknologi Adisutjipto Yogyakarta. *Conference SENATIK STT Adisutjipto Yogyakarta*, 2, 183.
- Herrou, F. (2017). *User Personas for Mobile Design and Development*.
- Hidayatullah, D. (2018). Analisis use experience dan usability terhadap sistem

- pembelajaran berbasis teknologi informasi menggunakan usability testing. *Journal of Chemical Information and Modeling*, 53(9), 8–24.
- Indriyani, N. L. P. R., Dantes, G. R., & Ernanda, K. Y. (2017). Analisis Kebermanfaatan Website Sekolah Tinggi Pariwisata (Stipar) Triatma Jaya Menggunakan Metode Usability Testing. *International Journal of Natural Science and Engineering*, 1(2), 55–64.
- Indriyarti, E. R., & Wibowo, S. (2020). BISNIS KESEHATAN BERBASIS DIGITAL : INTENSI PENGGUNA APLIKASI DIGITAL HALODOC. *Jurnal Pengabdian Dan Kewirausahaan*, 4(2), 112–113.
- Jaber F. Gubrium, James A. Holstein, A. B. M. & K. D. M. (2012). *The SAGE Handbook of Interview Research: The Complexity of the Craft, second edition*. SAGE.
- Jamil, M., Khairan, A., & Fuad, A. (2015). Implementasi Aplikasi Telemedicine Berbasis Jejaring Sosial dengan Pemanfaatan Teknologi Cloud Computing. *Jurnal Edukasi Dan Penelitian Informatika (JEPIN)*, 1(1).
- Johnson, J., & Finn, K. (2017). Designing user interfaces for an aging population: Towards universal design. In *Designing User Interfaces for an Aging Population: Towards Universal Design*.
- Kaplan, K. (2016). *When and How to Create Customer Journey Maps*. Nngroup.Com.
- KBBI. (2019). *Aksesibilitas*.
- Kemenkes RI. (2017). Analisis Lansia di Indonesia. *Pusat Data Dan Informasi Kementerian Kesehatan RI*, 1–2.
- Khairul Yusri Zamri, N. N. A. S. (2015). 10 User Interface Elements for Mobile Learning Application. *International Conference on Interactive Mobile Communication Technologies and Learning (IMCL)*, November, 1–7.
- KOMINFO. (2017). *Survey Penggunaan TIK 2017*.
- Lillemaa, M. (2004). *User-centered design*.

- Moran, K. (2019). *Usability Testing 101*. Nngroup.Com.
- Muhammad, R. (2017). *PENGEMBANGAN USER INTERFACE DAN USER EXPERIENCE PORTAL LABORATORIUM MENGGUNAKAN METODE GOALDIRECTED DESIGN (Studi Kasus Laboratorium Teknik Informatika Unpad)* [Universitas Padjajaran].
- Muhyidin, M. A., Sulhan, M. A., & Sevtiana, A. (2020). Perancangan Ui/Ux Aplikasi My Cic Layanan Informasi Akademik Mahasiswa Menggunakan Aplikasi Figma. *Jurnal Digit*, 10(2), 208–219.
- Neill, J. L. O. (2021). Accessibility for All Abilities : How Universal Design , Universal Design for Learning , and Inclusive Design Combat Inaccessibility and Ableism. *Journal of Open Access to Law*, 9.
- Neilyoung. (2019). *What are user journeys?*
- Nilsson, E. (2018). *Accessibility Evaluation of a Mobile Application Using WCAG 2.0*. 56.
- O’Keeffe, J., Buytaert, W., Mijic, A., Brozovic, N., & Sinha, R. (2016). The use of semi-structured interviews for the characterisation of farmer irrigation practices. *Hydrology and Earth System Sciences*, 20(5), 1911–1924.
- Park, K., So, H. J., & Cha, H. (2019). Digital equity and accessible MOOCs: Accessibility evaluations of mobile MOOCs for learners with visual impairments. *Australasian Journal of Educational Technology*, 35(6), 48–63.
- Patsoule, E., & Koutsabasis, P. (2014). Redesigning websites for older adults: A case study. *Behaviour and Information Technology*, 33(6), 561–573.
- Persson, H., Åhman, H., Yngling, A. A., & Gulliksen, J. (2015). Universal design, inclusive design, accessible design, design for all: different concepts—one goal? On the concept of accessibility—historical, methodological and philosophical aspects. *Universal Access in the Information Society*, 14(4), 505–526.
- Play, G. (2021). *Accessibility Scanner*.

- Priyani, M. J. R. (2017). Lansia yang bahagia di era internet. *Prosiding Temu Ilmiah Nasional X Ikatan Psikologi Perkembangan Indonesia 1*, 299–306.
- Restyandito, & Kurniawan, E. (2018). Pemanfaatan Teknologi oleh Orang Lanjut Usia di Yogyakarta. *Prososiding Seminar Nasional XII “Rekayasa Teknologi Industri Dan Informasi 2017 Sekolah Tinggi Teknologi Nasional Yogyakarta, December 2017*, 49–53.
- Richard Wootton, Victor Patterson, J. C. (2017). *Introduction to Telemedicine Second Edition* (J. C. Richard Wootton, Victor Patterson (ed.); 2nd Editio).
- Salminen, J., Şengün, S., Kwak, H., Jansen, B., An, J., Jung, S. G., Vieweg, S., & Harrell, D. F. (2017). Generating cultural personas from social data: A perspective of middle eastern users. *Proceedings - 2017 5th International Conference on Future Internet of Things and Cloud Workshops, W-FiCloud 2017, 2017-Janua*, 120–125.
- Serra, L. C., Carvalho, L. P., Ferreira, L. P., Vaz, J. B. S., & Freire, A. P. (2015). Accessibility Evaluation of E-Government Mobile Applications in Brazil. *Procedia Computer Science*, 67(Dsai), 348–357.
- Sirait, F. (2015). *Hubungan Status Gizi dan Hipertensi Terhadap Kemandirian Lansia di Posyandu Lansia Puskesmas Kedaton* [Universitas Lampung].
- Statistik, B. P. (2019). *Statistik Penduduk Lanjut Usia 2019*.
- Thesis, M., & Behavioural, F. (2020). *Project OnDeskTacho A comparison between activity-centered design and human-centered design*.
- University Of Cambridge. (2017). *Inclusive Design*.
- W3C, W. W. C. (2018). *Web Content Accessibility Guidelines (WCAG) 2.1*. W3.Org.
- Waller, S., Bradley, M., Hosking, I., & Clarkson, P. J. (2015). Making the case for inclusive design. *Applied Ergonomics*, 46(PB), 297–303.
- Yuliyana, T., Arthana, I. K. R., & Agustini, K. (2019). Usability Testing pada Aplikasi POTWIS. *JST (Jurnal Sains Dan Teknologi)*, 8(1), 12.

Zhafira, A. N. (2021). Pencarian Google Indonesia soal kesehatan meningkat selama pandemi. *Antara News*.