

DAFTAR PUSTAKA

- [1] A. Cooper, R. Reimann, D. Cronin dan C. Noessel, *About face: The essentials of interaction design* (4th ed.), Indianapolis: John Wiley & Sons, 2014.
- [2] John Brooke, "SUS - A Quick and Dirty Usability Scale," *Usability Evaluation in Industry*, pp. 189(194) 4-7, 1996.
- [3] J. Rubin dan D. Chisnell, *Handbook of Usability Testing*, Second Edition: How to Plan, Design, and Conduct effective tests, Indianapolis, Indiana: Wiley Publishing, Inc., 2008, p. 386.
- [4] John Brooke, "SUS: A Retrospective," *Journal of Usability Studies*, pp. 8(2) 29-40, 2013.
- [5] Badan Kependudukan dan Keluarga Berencana Nasional, "Kerja Bakti tingkatkan persatuan dan kesatuan warga," Badan Kependudukan dan Keluarga Berencana Nasional, 18 04 2020. [Online]. Available: <https://kampungkb.bkkbn.go.id/kampung/25480/intervensi/262288/kerja-bakti-tingkatkan-persatuan-dan-kesatuan-warga>. [Diakses 28 01 2022].
- [6] prof.Dr.Sugiyono, *METODE PENELITIAN KUANTITATIF, KUALITATIF DAN R&D*, Bandung: ALFABETA, 2013.
- [7] H. Taherdoost, "Sampling Methods in Research Methodology ; How to Choose a Sampling Technique fo Research," 2016.
- [8] Nielsen Norman, "Personas Make Users Memorable for Product Team Members," 2019. [Online]. Available: www.nngroup.com.
- [9] K. Amann, "Goal-Directed Design," Sakai Project, 2009. [Online]. Available: <https://confluence.sakaiproject.org/display/UX/Goal-Directed+Design>.
- [10] I. N. Denis, M. Kania dan D. D. Jatmiko, "Rekomendasi User Interface untuk Aplikasi Mobile Seleksi Mahasiswa Baru (SMB) Telkom Menggunakan Metode Goal Directed Design," *e-Proceeding of Engineering*, vol. 2, no. 2, p. 6656, 2015.
- [11] U. Nati, T. Suratno dan Mauladi, "PERANCANGAN DAN EVALUASI SISTEM TRANSAKSI ONLINE PASAR TRADISIONAL MENGGUNAKAN METODE GOAL DIRECTED DESIGN DAN EVALUASI HEURISTIK," *PERANCANGAN DAN EVALUASI SISTEM TRANSAKSI ONLINE PASAR TRADISIONAL MENGGUNAKAN METODE GOAL DIRECTED DESIGN DAN EVALUASI HEURISTIK*, 2015.

DIRECTED DESIGN DAN EVALUASI HEURISTIK, vol. 1, no. 2, pp. ISSN 2614-8277, 2019.

- [12] B. G. Putakaz, R. I. Rokhmawati dan N. H. Wardani, "Pengembangan Antarmuka Mantuls.com Berbasis Perangkat Bergerak Menggunakan Metode Goal-Directed Design (GDD)," *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, vol. 3, no. 7, pp. 6939-6948, 2019.
- [13] H.-M. Halkosaari, L. T. Sarjakoski, S. Ylirisku dan T. Sarjakoski, "DESIGNING A MULTICHANNEL MAP SERVICE CONCEPT," *An Interdisciplinary Journal on Humans in ICT Environments*, vol. 1, no. 9, pp. 72-91, 2013.
- [14] R. S. Pressman, Software Engineering A Practitioner's Approach, Seventh Edition, New York: McGraw-Hill, 2010.
- [15] Shneiderman Ben & Catherine Plaisant, *Designing The User Interface: Strategies for Effective Human-Computer Interaction*, United States of America: Pearson Higher Education , 2010.
- [16] Kirwan B. & Ainsworth L.K., "A Guide to Task Analysis: The Task Analysis Working Group," *CRC Press*, 1992.
- [17] Matthew J Hamm, "Wireframing Essentials," *Packt*, 2014.
- [18] Interaction Design, "The Glossary of Human Computer Interaction," 2019. [Online]. Available: www.interactiondesign.org/literature/book.
- [19] M. Walker, L. Takayama dan J. A. Landay, "High-Fidelity or Low-Fidelity, Paper or Computer? Choosing Attributes When Testing Web Prototypes," *Proceedings of The Human Factors and Ergonomics Society Annual meeting*, pp. 661-665, 2012.
- [20] I. O. f. Standardization, "Ergonomic Requirements for Office Work with Visual Display Terminals (VDTs), Part 11: Guidance on Usability". Patent ISO 9241-11, 1998.
- [21] Z. Sharfina dan H. B. Santoso, "An Indonesian Adaptation of the System Usability," *ICACSI*, p. 4, 2016.
- [22] U. Ependi, T. B. Kurniawan dan F. Panjaitan, "System Usability Scale vs Heuristic Evaluation: A Review," *Jurnal SImetris*, vol. I, no. 10, pp. 2252-4983, 2019.
- [23] M. A. Amin dan D. Juniati, "KLASIFIKASI KELOMPOK UMUR MANUSIA BERDASARKAN ANALISIS DIMENSI FRAKTAL BOX COUNTING DARI CITRA WAJAH DENGAN DETEKSI TEPI CANNY," 2017.
- [24] "Material Design," Google, [Online]. Available: <https://www.material.io>. [Diakses 17 06 2022].

- [25] J. Beaird dan J. George, "The Principles of Beautiful Web Design," SitePoint Pty Ltd, 2014, p. 211.
- [26] J. Mifsudo, "A Guide To Quantify The Usability Of Any System," 2015. [Online]. Available: <https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-system-usability/>. [Diakses 23 08 2022].