

**Daftar Pustaka**

- [1]. H. B. Yustinus, S. A. Veronika,"The Challenges of Online Learning During the Covid-19 Pandemic", Jurnal Pendidikan dan Pengajaran, vol. 54, no.1, pp 46-57. 2020.
- [2]. M. Fikri, N. Faizah, S. Elian, R. Rahmani, M. Ananda, and A. Suryanda, "KENDALA DALAM PEMBELAJARAN JARAK JAUH DI MASA PANDEMI COVID-19: SEBUAH KAJIAN KRITIS", JURNAL EDUCATION AND DEVELOPMENT, vol. 9, no. 1, p. 145, Jan. 2021.
- [3]. A. Dita. "Perancangan Desain Interaksi Pembelajaran Jarak Jauh untuk Pelajar Tunanetra berdasarkan User Experience dengan Pendekatan Berbasis Skenario". Program Studi Sarjana Informatika Fakultas Informatika Universitas Telkom Bandung.2021
- [4]. H. Wimmie, E. Lussy."Pengukuran Tingkat Ketergunaan (Usability) Sistem Informasi Keuangan Studi Kasus: Duta Wacana Internal Transaction (Duwit)". Jurnal Informatika dan Sitem Informasi, vol. 2, no.1. 2016.
- [5]. Mambela, S.. "Tinjauan umum masalah psikologis dan masalah sosial individu penyandang tunanetra". Buana Pendidikan: Jurnal Fakultas Keguruan dan Ilmu Pendidikan, 14(25), 65-73. (2018).
- [6]. O. Setyaningrum. "Faktor penyebab rendahnya keaktifan belajar anak tunanetra kurang lihat (low vision) kelas 3 Sekolah Dasar di SLB Negeri 1 Bantul". Jurnal Widia Ortodidaktika, vol. 6, no. 1, pp. 62-73. 2017.
- [7]. "What is Interaction Design?". (2021). The Interaction Design Foundation. Retrieved December 9, 2021, from <https://www.interaction-design.org/literature/topics/interaction-design>.
- [8]. Cooper, A., Reimann, R., Cronin, D., & Noessel, C. (2014). About face: the essentials of interaction design. John Wiley & Sons.
- [9]. M. Azwar Adli, Densi Puji Lestari, "Designing an Arisan Mobile Application for Novice Users using User-centered Design Approach," International Conference on Advanced Informatics, Concepts, Theory, and Applications (ICAICTA), 2017.
- [10]. Abras, C., Maloney-Krichmar, D., Preece, J. (2004) User-Centered Design. In Bainbridge, W. Encyclopedia of Human-Computer Interaction. Thousand Oaks: Sage Publications. (in press) [https://www.academia.edu/download/6190316/10.1.1.9\\_4.381.pdf](https://www.academia.edu/download/6190316/10.1.1.9_4.381.pdf) /.
- [11]. Promann, Marlen & Zhang, Tao. (2015). Applying Hierarchical Task Analysis Method to Discovery Layer Evaluation. Information Technology and Libraries. 34. 77-105. 10.6017/ital.v34i1.5600.
- [12]. Sudjana. 2008. Metode Statistika. Bandung: Tarsito.
- [13]. Sugiyono. Metode Penelitian kuantitatif, kualitatif dan R & D / Sugiyono. Bandung :Alfabeta,2014.
- [14]. Travis, D. *How to prioritise usability problems*. Available at: <https://www.userfocus.co.uk/articles/prioritise.html> (Accessed: December 12, 2022).
- [15]. Henderi, Henderi. (2016). OBJECT ORIENTED MODELLING WITH UNIFIED MODELING LANGUAGE (UML). 10.13140/RG.2.1.3464.4088.