

DAFTAR ISI

LEMBAR PENGESAHAN	i
LEMBAR PERNYATAAN	1
ABSTRAK	2
KATA PENGANTAR	3
DAFTAR ISI	4
DAFTAR GAMBAR	6
DAFTAR TABEL	7
BAB I	8
PENDAHULUAN	8
1.1 Latar Belakang	8
1.2 Perumusan Masalah	9
1.3 Batasan Masalah	9
1.4 Tujuan	9
BAB 2	10
KAJIAN PUSTAKA	10
2.1 Website	10
2.2 Design Thinking	10
2.3 React JS	10
2.4 Bootstrap	11
2.5 GitHub	11
2.6 Visual Studio Code	11
2.7 Figma	11
2.8 Katalon	12
BAB 3	13
PERANCANGAN SISTEM	13
3.1 Metode Penelitian	13
3.2 Emphaty Maps	13
3.2.1 Penentuan Calon Pengguna	13
3.2.2 Teknis Wawancara	15
3.2.3 Teknis Kuisisioner	16
3.2.4 Emphatize	17
3.2.4.1 User Journey	19

3.2.5	Define.....	20
3.2.5.1	User Persona.....	22
3.2.6	Ideate.....	23
3.2.6.1	Use Case Diagram.....	24
3.2.7	Prototype.....	24
3.2.7.1	Arsitektur Informasi	25
3.2.7.2	User Flow	26
3.2.7.3	Low-Fidelity	27
3.2.7.4	High-Fidelity	33
3.3	Single Page Application	40
BAB IV	42
HASIL DAN PENGUJIAN	42
4.1	Implementasi SCRUM	42
4.1.1	Sprint Backlog	42
4.1.2	Sprint Planning.....	44
4.1.3	Sprint Review.....	45
4.1.4	Sprint Retrospective.....	49
4.1.5	Testing (Admin Panel).....	49
4.2	Analisis Hasil Pengujian	56
BAB V	58
KESIMPULAN DAN SARAN	58
5.1	Kesimpulan.....	58
5.2	Saran.....	58
DAFTAR PUSTAKA	59
LAMPIRAN	61