[1]   IdCloudHost. (2020). *Apa Itu User Interface (UI) : Pengertian, Fungsi, dan Cara Kerjanya*. IdcloudHost.com. https://idcloudhost.com/apa-itu-user-interface-ui-pengertian-fungsi-dan-cara-kerjanya/

[2]   PT. Bisa AI. (2023). *About Us*. ptbisaai.com. https://ptbisaai.com/15c42-web-agency-gb-about-us/

[3]   International Organization for Standardization (ISO) Switzerland. SO FDIS 9241-210.[2009]. Ergonomics of human system interaction - Part 210*: Human-centered design for interactive systems (formerly known as 13407)*

[4]   A. Z. Ramadhianputri. (2021). *APA ITU FIGMA?*. student-activity.binus.ac.id. https://student-activity.binus.ac.id/himka/2021/07/07/apa-itu-figma/.

[5]   A. Swarnadwitya. (2020). *Design Thinking: Pengertian, Tahapan, dan Contoh Penerapannya*. sis.binus.ac.id. https://sis.binus.ac.id/2020/03/17/design-thinking-pengertian-tahapan-dan-contoh-penerapannya/

[6]   Dam, F.R., & Siang, T.Y. *The 5 Stages in the Design Thinking Process.* Interaction Design Foundation.

[7]   T. N. Auliyaa. (2020). *Memahami User Flow pada UX Design*. sis.binus.ac.id. https://sis.binus.ac.id/2020/04/14/memahami-user-flow-pada-ux-design/

[8]   Muhyidin, M.A., Sulha, M.A., & Sevtiana, A. (2020). *Perancangan UI/UX Aplikasi My Cic Layanan Informasi Akademik Mahasiswa Menggunakan Aplikasi Figma*. Jurnal Digital, 10(2), 208-219.

[9]   Fariyanto. F, Suaidah, dan Ulum. F. (2021) Perancangan Aplikasi Pemilihan Kepala Desa Dengan Metode UX Design Thinking (Studi Kasus: Kampung Kuripan): Jurnal Teknologi dan Sistem Informasi (JTSI), v.2, n.2, p. 52-60, jun 2021. E-ISSN 2764-3699.

[10]   Hidayat A, dan Fauziyyah H M. (2022) Perancangan Desain Antarmuka Aplikasi Pembelajaran Online Berbasis Mobile Menggunakan Metode Design Thinking: Jurnal Teknik Informatika, v. 10, n. 1, p. 1-10. ISSN 2338-1477. E-ISSN 2541-6375.