

## DAFTAR PUSTAKA

- [1] A. Anggoro and A. B. L. Mailangkay, "Perancangan UI/ UX Aplikasi Android Online Monitoring Kualitas Air (Onlimo) di BPPT Menggunakan Metode User Centered Design," *Prosiding Seminar Nasional*, 2021.
- [2] Wardhana. dkk,, "User Interface Design Model For Parental Control Application On Mobile Smartphone Using User Centered Design Method," *International Conference on Information and Communication Technology (ICoICT)*, pp. 1-6, 2017.
- [3] Ulti, "Kelebihan dan Kekurangan User Centered Design," 10 Maret 2021. [Online]. Available: <https://lancangkuning.com/post/32263/kelebihan-dan-kekurangan-user-centered-design.html>.
- [4] A. Williams, "User-Centered Design, Activity-Centered Design," *SIGDOC '09: Proceedings of the 27th ACM international conference on Design of communication*, pp. 1-8, 2009.
- [5] Welda, dkk., "Usability Testing Website Dengan Menggunakan Metode System Usability Scale(SUS)," *International Journal of Natural Science and Engineering.*, pp. 152-161, 2020.
- [6] D. W. Ramadhan. dkk, "PENGUJIAN USABILITY WEBSITE TIME EXCELINDO MENGGUNAKAN SYSTEM USABILITY SCALE (SUS) (STUDI KASUS: WEBSITE TIME EXCELINDO)," *JIPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, pp. Vol.04, No.02, 139-147, 2019.
- [7] D. D. Hoffman, "The Interface Theory of Perception," *Natural Selection Drives True Perception To Swift Extinction*, p. p.26, 2017.
- [8] Intetics, "The Main Steps of The User Interface Design," 11 June 2020. [Online]. Available: <https://intetics.com/blog/the-main-steps-of-the-user-interface-design/>.
- [9] Rasmila. dkk, "UJI KUALITAS WEBSITE INDONESIA X MENGGUNAKAN METODE SYSTEM USABILITY SCALE (SUS)," *Jurna Keilmuan dan Aplikasi Bidang Teknik Informatika*, p. Vol.16 No.1, 2022.
- [10] D. A. Dakhilullah and S. Beni, "Penerapan Metode User Centered Design Pada ] Perancangan Pengalaman Pengguna Aplikasi I-Star," *journal.uii.ac.id*, 2022.
- [11] Saputri, I, S, Y. dkk, "Penerapan Metode UCD (User Centered Design) pada E- ] Commerce Putri Intan Shop Berbasis Web," *Jurnal Nasional Teknologi dan Sistem Informasi*, pp. vol. 03, no. 02, 2017.

- [12 T. Römer and R. Brude, "User centered design of a cyber-physical support solution for," *Procedia Manufacturing* 3, pp. 456-463, 2015.
- [13 I. Dermawan. dkk, "Design Thinking Approach for User Interface Design and User Experience on Campus Academic Information Systems," *INTERNATIONAL JOURNAL ON INFORMATICS VISUALIZATION*, pp. Visualization, 6(2), 327-334, 2022.
- [14 J. Brooke, "ResearchGate," SUS - A quick and dirty usability scale, November 1995.  
] [Online]. Available:  
[https://www.researchgate.net/publication/228593520\\_SUS\\_A\\_quick\\_and\\_dirty\\_usability\\_scale](https://www.researchgate.net/publication/228593520_SUS_A_quick_and_dirty_usability_scale).
- [15 Bangor, A, dkk., "An Empirical Evaluation of the System Usability," *Intl. Journal of Human–Computer Interaction*, pp. 574-594, 2008.
- [16 Z. Sharfina and H. B. Santoso, "An Indonesian Adaptation of the System Usability," *International Conference on Advanced Computer Science and Information Systems (ICACSI)*, pp. 145-148, 2016.
- [17 N. Rahmalia, "User-centered Design: Definisi, Manfaat, Prinsip, dan Proses Perancangannya," 29 September 2022. [Online]. Available:  
<https://glints.com/id/lowongan/user-centered-design-adalah/#.Y-3nz3ZBxhF>.
- [18 J. Nielsen, "How Many Test Users in a Usability Study?," 2012.  
]
- [19 M. A. Arga Kusumah. dkk, "Evaluasi Usability Pada Website E-commerce XYZ Dengan Menggunakan Metode Cognitive Walkthrough dan System Usability Scale (SUS)," *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, pp. Vol. 3, No. 5, hlm. 4340-4348, 2019.
- [20 F. S. Handayani and Adelin, "Interpretasi Pengujian Usabilitas Wibatara Menggunakan System Usability Scale," *Techno, Com*, pp. vol. 18, no. 4, pp. 340–347, 2019.
- [21 A. A. J. Permana, "USABILITY TESTINGPADA WEBSITE E-COMMERCE MENGGUNAKAN METODE SYSTEM USABILITY SCALE (SUS) (STUDI KASUS : UMKMBULENG.COM)," *JST (Jurnal Sains dan Teknologi)*, p. Vol. 8 No. 2, 2019.
- [22 S. A. Aklani and G. Derwin, "Perancangan dan Pengembangan Aplikasi Mobile Test Buta Warna Menggunakan Metode Ishihara," *Jurnal Ilmu Komputer dan Bisnis (JIKB)*, pp. Vol. XIII, No.2, hal.53-67, 2022.
- [23 E. P. Refanus. dkk, "Analisis User Experience Dan Redesign User Interface Pada Website Pemilihan Raya Keluarga Mahasiswa UPN Veteran Jakarta Menggunakan

Pendekatan User Experience Questionnaire (UEQ)," *eminar Nasional Mahasiswa Ilmu Komputer dan Aplikasinya (SENAMIKA)*, p. 180, 2022.

- [24 C. Wilson, User Experience Re-Mastered: Your Guide to Getting the Right Design., ] Elsevier Science, 2009.
- [25 Q. I. Saputri. dkk, "Sistem Tracking Pada Jasa Penyewaan Kendaraan Roda," *JURNAL TEKNIKA*, pp. 215-223, 2023.
- [26 W. Buana and B. N. Sari, "Analisis User Interface Meningkatkan Pengalaman Pengguna," *Journal of Computer and Information Technology*, pp. 91-97, 2022.
- [27 J. C. Wibawa, "RANCANG BANGUN APLIKASI PENYEWAAN MOBIL ONLINE DIPT. BANDUNG ERA SENTRA TALENTA," *Jurnal Teknologi dan Informasi (JATI)*, p. Vol. 6 No. 2, 2016.
- [28 Laubheimer, "Beyond the NPS: Measuring Perceived Usability with the SUS, NASA-TLX, and the Single Ease Question After Tasks and Usability Tests," Nielsen Norman Group, 18 February 2018. [Online]. Available: <https://www.nngroup.com/articles/measuring-perceived-usability/>.
- [29 I. Puji hastuti, "PRINSIP PENULISAN KUESIONER PENELITIAN," *Jurnal Agribisnis dan Pengembangan Wilayah*, vol. 2, pp. 43-56, 2010.