

DAFTAR PUSTAKA

- Afghan Amar Pradipta, Y. ST. ,MT. , N. A. Si. ,MT. (2015). *PENGEMBANGAN WEB E-COMMERCE BOJANA SARI MENGGUNAKAN METODE PROTOTYPE*.
<https://openlibrarypublications.telkomuniversity.ac.id/index.php/engineering/article/viewFile/2726/2585>
- Dam, R. F., & Siang, T. Y. (2023, August 19). *The 5 Stages in the Design Thinking Process*. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Dharmayanti, D., Bachtiar, A. M., & Wibawa, A. P. (2018). Analysis of User Interface and User Experience on Comrades Application. *IOP Conference Series: Materials Science and Engineering*, 407(1).
<https://doi.org/10.1088/1757-899X/407/1/012127>
- Dhiaulhaq R A, F. R., & Pramesti D. (2022). *Perancangan Desain Aplikasi Layanan Hukum pada Startup Halo Law Menggunakan Metode Design Thinking dan Scrum* (Vol. 4).
- Friis, R. (2022). *The 5 Stages in the Design Thinking Process*. Interaction Design FOUNDATION. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Gibbons, S. (2018). *Empathy Mapping: The First Step in Design Thinking*. Nielsen Norman Group.
- Hamzah Asyrani Sulaiman, IEEE Malaysia Section, & Institute of Electrical and Electronics Engineers. (2015). *ISTMET 2015 : 2nd International Symposium on Technology Management & Emerging Technologies : art proceeding*.
- Harley, A. (2015). *Personas Make Users Memorable for Product Team Members*. Nielsen Norman Group.
- Kalac, E., Borovina, N., & Boskovic, D. (2021, March 17). Preserving interaction design principles while implementing Material Design Guidelines. *2021 20th*

International Symposium INFOTEH-JAHORINA, INFOTEH 2021 - Proceedings. <https://doi.org/10.1109/INFOTEH51037.2021.9400523>

Li, B., & Cao, Y. (2019). Research on Layout Design of Main Interface of Stadium Monitoring System Based on Gestalt Psychology. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 11569 LNCS, 44–55. https://doi.org/10.1007/978-3-030-22660-2_4

Marbun, R. R., Anshary, F. M. Al, & Fauzi, R. (2022). *PERANCANGAN USER INTERFACE/USER EXPERIENCE (UI/UX) WEBSITE HELPMEONG UNTUK SHELTER MENGGUNAKAN METODE GOAL-DIRECTED DESIGN.*

Nielsen, J. (2008). *Site Map Usability.* Norman Nielsen Group. <https://www.nngroup.com/articles/site-map-usability/>

Satrio Bagaskoro, A., Fauzi, R., & Ambarsari, N. (2020). *PERANCANGAN USER INTERFACE BERDASARKAN USER EXPERIENCE APLIKASI E-LEARNING DENGAN MENGGUNAKAN METODE USER-CENTERED DESIGN UNTUK MENDUKUNG PROSES PEMBELAJARAN STUDI KASUS: SMA SANTA MARIA 3 CIMAHI* *USER INTERFACE DESIGN BASED ON USER EXPERIENCE OF E-LEARNING APPLICATIONS USING USER-CENTERED DESIGN METHOD TO SUPPORT LEARNING PROCESS CASE STUDY: SMA SANTA MARIA 3 CIMAHI.* <https://openlibrarypublications.telkomuniversity.ac.id/index.php/engineering/article/viewFile/12856/12568>

Shafrida Kurnia, R. (2019). Implementasi User Journey Map pada Evaluasi User Experience Aplikasi Mobile Tunanetra. *Information Technology Journal*, 1(4). <https://ojs.amikom.ac.id/index.php/INTECHNOJournal/article/view/2375/2190>

- Sidik, A., Sn, S., Ds, M., Islam, U., Muhammad, K., & Al-Banjari, A. (2018). Penggunaan System Usability Scale (SUS) Sebagai Evaluasi Website Berita Mobile. *Technologia*, 9(2). <http://m.detik.com>
- Sonny, S., & Rizki, S. N. (2021). PENGEMBANGAN SISTEM PRESENSI KARYAWAN DENGAN TEKNOLOGI GPS BERBASIS WEB PADA PT BPR DANA MAKMUR BATAM. *JURNAL COMASIE*, 04(04).
- Susandi, D. (2018). Sistem Informasi Inventaris Berbasis Web di Akademi Kebidanan Bina Husada Serang. *Jurnal Sistem Informasi*, 2.
- Telkom University. (2023, January 7). *Unit Kegiatan Mahasiswa*. <https://telkomuniversity.ac.id/51-unit-kegiatan-mahasiswa-ukm/>