

DAFTAR PUSTAKA

- [1] A. G. S, “Indonesia second least literate of 61 nations,” 2016. <https://www.thejakartapost.com/news/2016/03/12/indonesia-second-least-literate-61-nations.html>
- [2] P. Agustini, “Indeks Literasi Digital Indonesia Kembali Meningkatkan Tahun 2022,” 2023. <https://aptika.kominfo.go.id/2023/02/indeks-literasi-digital-indonesia-kembali-meningkat-tahun-2022/>
- [3] Indonesiabaik, “Indeks Literasi Digital Indonesia Meningkatkan Lagi,” 2022. <https://indonesiabaik.id/infografis/indeks-literasi-digital-indonesia-meningkat-lagi>
- [4] SIMON KEMP, “DIGITAL 2022: INDONESIA,” 2022. <https://datareportal.com/reports/digital-2022-indonesia> (accessed Jun. 12, 2023).
- [5] L. Azizah, “Penerapan Digitalisasi untuk Perpustakaan (Pegawai pada Perpustakaan IAIN-SU),” *J. Iqra*, vol. 06, no. 0, pp. 59–64, 2012.
- [6] D. Junaedi, “Sosialisasi Undang-Undang No 43 Tahun 2007,” no. 43, pp. 1–43, 2007, [Online]. Available: [https://jdih.perpusnas.go.id/uploads/MATERI_SOSIALISASI_UNDANG-UNDANG_NO_43_TAHUN_2007_\(Drs._Dedi_Junaedi,_M_.Si\).pdf](https://jdih.perpusnas.go.id/uploads/MATERI_SOSIALISASI_UNDANG-UNDANG_NO_43_TAHUN_2007_(Drs._Dedi_Junaedi,_M_.Si).pdf)
- [7] Perpusnas, “Meningkatkan Minat Baca Melalui Koleksi Layanan Digital Perpusnas,” 2022. <https://www.perpusnas.go.id/berita/meningkatkan-minat-baca-melalui-koleksi-layanan-digital-perpusnas>
- [8] A. K. Sari and A. Sabardila, “Meningkatkan Minat Baca, Pemkab Klaten Berikan Perpustakaan Digital Berbasis Aplikasi,” *BIBLIOTIKA J. Kaji. Perpust. dan Inf.*, vol. 5, no. 2, p. 78, 2021, doi: 10.17977/um008v5i22021p78-86.
- [9] G. Nugraha and R. P. Sutanto, “Analisis Usability Desain User Interface Pada Website Astonia Park View Menggunakan Metode Jacob Nielsen,” *J.*

- DKV Adiwarna, no. 121, 2021, [Online]. Available: <http://publication.petra.ac.id/index.php/dkv/article/view/11319%0Ahttps://publication.petra.ac.id/index.php/dkv/article/viewFile/11319/9992>
- [10] C. M. Barnum, *Exploring the usability and UX toolkit*. 2021. doi: 10.1016/b978-0-12-816942-1.00002-2.
- [11] Nielsen Jacob, “Usability 101: Introduction to Usability,” 2012. <https://www.nngroup.com/articles/usability-101-introduction-to-usability/> (accessed Jun. 14, 2023).
- [12] W. O. Galitz, *The essential guide to hydration*, vol. 40, no. 5. 2010. doi: 10.1108/nfs.2010.01740eab.030.
- [13] ISO, “ISO 9241-210:2019 - Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems,” 2019. <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-2:v1:en> (accessed Jun. 15, 2023).
- [14] InlistLite Perpusnas, “TENTANG INLISLITE VERSI 3.” <https://inlislite.perpusnas.go.id/>
- [15] J. Brooke, “SUS: A ‘Quick and Dirty’ Usability Scale,” *Usability Eval. Ind.*, pp. 207–212, 2020, doi: 10.1201/9781498710411-35.
- [16] A. Bangor, P. T. Kortum, and J. T. Miller, “An empirical evaluation of the system usability scale,” *Int. J. Hum. Comput. Interact.*, vol. 24, no. 6, pp. 574–594, 2008, doi: 10.1080/10447310802205776.
- [17] Interaction Design Foundation, “User Centered Design.” <https://www.interaction-design.org/literature/topics/user-centered-design> (accessed Jun. 15, 2023).
- [18] E. Rahmawati, “Implementation of the user-centered design (Ucd) method for designing web marketplace of qurban cattle sales in Indonesia,” *Regist. J. Ilm. Teknol. Sist. Inf.*, vol. 6, no. 2, pp. 96–108, 2020, doi: 10.26594/register.v6i2.1845.

- [19] R. Alroobaea and P. J. Mayhew, "How many participants are really enough for usability studies?," *Proc. 2014 Sci. Inf. Conf. SAI 2014*, pp. 48–56, 2014, doi: 10.1109/SAI.2014.6918171.
- [20] Z. A. Hasibuan, "Pengembangan perpustakaan digital studi kasus Universitas Indonesia," *Makal. Pelatih. Pengelola Perpust. Perguru. Tinggi*, 2005.
- [21] P. Gilster and T. Watson, "Digital Literacy," *Meridian A Middle Sch. Comput. Technol. J.*, vol. Volume 2, no. Issue 2, p. 141, 1999, [Online]. Available:
https://www.academia.edu/1354072/Digital_Literacy?bulkDownload=thisPaper-topRelated-sameAuthor-citingThis-citedByThis-secondOrderCitations&from=cover_page
- [22] M. H. Dr. Mulyadi, *Antara Teknologi dan Teologi Theopanoptik Pendisiplinan Aktor di Perpustakaan*, 1st ed. Depok: PT Raja Grafindo Persada, 2020. [Online]. Available:
https://www.google.co.id/books/edition/Antara_Teknologi_Dan_Teologi_Rajawali_Pe/sv4ZEAAAQBAJ?hl=en&gbpv=1&dq=Teknologi+informasi+perpustakaan+strategi+perancangan+perpustakaan+digital+book&pg=PA103&printsec=frontcover
- [23] Komaruddin, *Ensiklopedia Manajemen*. Jakarta: Bumi Aksara, 1994. [Online]. Available:
<https://opac.perpusnas.go.id/DetailOpac.aspx?id=300240#>
- [24] N. Mustafa, M. Kamalrudin, and S. Sidek, "Security requirements elicitation and consistency validation: A systematic literature review," *J. Theor. Appl. Inf. Technol.*, vol. 96, no. 16, pp. 5413–5424, 2018.
- [25] R. A. Yudarmawan, A. A. K. O. Kompiani, and D. M. S. Arsa, "Perancangan User Interface dan User Experience SIMRS pada Bagian Layanan," *J. Ilm. Teknol. dan Komput.*, vol. 1, no. 2, pp. 222–233, 2020, [Online]. Available:
<https://www.neliti.com/id/publications/351388/>
- [26] M. M. Haekal, "User Experience (UX): Pengertian dan Tips Penerapannya

- untuk Pemula [Terlengkap],” *Niaga Hoster*, 2020. <https://www.niagahoster.co.id/blog/user-experience-adalah/> (accessed Jun. 27, 2023).
- [27] J. Gothelf, *Lean UX*. O’Reilly Media, Inc., 1005 Gravenstein Highway North, Sebastopol, CA 95472, 2013. doi: 10.1145/2639189.2670285.
- [28] S. Minhas, “User Experience Design Process,” 2018. <https://uxplanet.org/user-experience-design-process-d91df1a45916> (accessed Jun. 27, 2023).
- [29] P. Aprilia, “Mengenal User Interface: Pengertian, Kegunaan, dan Contohnya,” *Niaga Hoster*, 2022. <https://www.niagahoster.co.id/blog/user-interface/> (accessed Jun. 27, 2023).
- [30] T. Schlatter and D. Levinson, *Visual Usability: Principles and Practices for Designing Digital Applications*. Waltham: Morgan Kaufmann, 2013. [Online]. Available: [http://ppdi.stmik-banjarbaru.ac.id/data.bc/100.Other/2013 Visual Usability.pdf](http://ppdi.stmik-banjarbaru.ac.id/data.bc/100.Other/2013%20Visual%20Usability.pdf)
- [31] A. Cooper, *The Inmates are Running the Asylum*. Sams, 1999. [Online]. Available: https://books.google.co.id/books/about/The_Inmates_are_Running_the_Asylum.html?id=udsfAQAAIAAJ&redir_esc=y
- [32] T. Y. Dam, Rikke Friis; Siang, “Personas – A Simple Introduction,” 2022. <https://www.interaction-design.org/literature/article/personas-why-and-how-you-should-use-them> (accessed Jun. 27, 2023).
- [33] Interaction Design Foundation, “Four Different Perspectives on User Personas,” 2016. <https://www.interaction-design.org/literature/article/four-different-perspectives-on-user-personas> (accessed Jun. 27, 2023).
- [34] M. Nababan, “User Testing vs Usability Testing,” 2020. <https://medium.com/@marianababan/user-testing-vs-usability-testing-9e1ac01dbd43> (accessed Jun. 29, 2023).
- [35] Rully Pramudita, Rita Wahyuni Arifin, Ari Nurul Alfian, Nadya Safitri, and

- Shilka Dina Anwariya, “Penggunaan Aplikasi Figma Dalam Membangun Ui/Ux Yang Interaktif Pada Program Studi Teknik Informatika Stmik Tasikmalaya,” *J. Buana Pengabdian*, vol. 3, no. 1, pp. 149–154, 2021, doi: 10.36805/jurnalbuanapengabdian.v3i1.1542.
- [36] Kuwamoto Sho, “Design more, resize less, with Auto Layout,” 2019. <https://www.figma.com/blog/announcing-auto-layout/> (accessed Jun. 19, 2023).
- [37] Morin Alexis, “Figma Constraints & Auto Layout for web developers,” 2020. <https://levelup.gitconnected.com/figma-constraints-auto-layout-for-web-developers-5625d8a7d65c> (accessed Jun. 19, 2023).
- [38] A. Dharmawan and A. F. Sitorus, “Studi Komparatif User Experience Desain Antar Muka Pengguna Aplikasi Mobile Berdasarkan Elemen Desain Studi Kasus Aplikasi Grab Dan Gojek,” *J. Sist. Inf.*, vol. 1, no. 2, pp. 15–24, 2019, [Online]. Available: www.journal.ibmasmi.ac.id
- [39] H. Hendratman, *Tips n Trix computer graphics design! / Hendi Hendratman*. Bandung, 2006. [Online]. Available: <https://opac.perpusnas.go.id/DetailOpac.aspx?id=503095>
- [40] A. Darisman, “Tinjauan Elemen Desain pada Dunia Seni,” *Humaniora*, vol. 3, no. 2, p. 622, 2012, doi: 10.21512/humaniora.v3i2.3406.
- [41] B. Herlandi, “Elemen Dasar dalam Desain Grafis,” 2020. <https://bambangherlandi.web.id/elemen-dasar-dalam-desain-grafis/> (accessed Jun. 28, 2023).
- [42] H. M. S. Rasyid, *Asesmen Perkembangan Anak Usia Dini*, I. Yogyakarta: Multi Pressindo, 2009. [Online]. Available: <https://staffnew.uny.ac.id/upload/131476260/penelitian/Asesmen+Perkembangan+Anak+Usia+Dini.pdf>
- [43] P. D. ;Miller;Palmer Brewster, “Three Color Subtractive Cinematography. In: Journal of the Society of Motion Picture Engineers,” 1931. <https://filmcolors.org/timeline-entry/1359/#/infobox/35925> (accessed Jul.

02, 2023).

- [44] D. Nugraha, Ali; Yumiati; Dwiwana, *Dasar-dasar Matematika dan Sains*. Jakarta: Universitas Terbuka, 2007. [Online]. Available: <https://opac.perpusnas.go.id/DetailOpac.aspx?id=249804#>
- [45] M. Reid, “7 prinsip desain dan cara Menggunakannya,” *99 Designs*, 2022. <https://99designs.com/blog/tips/principles-of-design/#:~:text=The fundamental principles of design,Proportion%2C Movement and White Space> (accessed Jun. 28, 2023).
- [46] M. Multazam, “Perancangan User Interface dan User Experience pada Placeplus menggunakan pendekatan User Centered Design,” *J. UII*, 2016.
- [47] C. Adhitya, R. Andreswari, and P. F. Alam, “Analysis and Design of UI and UX Web-Based Application in Maiproyek Startup Using User Centered Design Method in Information System Program of Telkom University,” *IOP Conf. Ser. Mater. Sci. Eng.*, vol. 1077, no. 1, p. 012039, 2021, doi: 10.1088/1757-899x/1077/1/012039.
- [48] C. Chapman, “Color Theory for Designers, Part 1: The Meaning of Color.” <https://www.smashingmagazine.com/2010/01/color-theory-for-designers-part-1-the-meaning-of-color/> (accessed Jul. 14, 2023).