DAFTAR ISI

ABSTRAK ii

ABSTRACT iii

LEMBAR PENGESAHAN iv

LEMBAR PERNYATAAN ORISINALITAS i

Kata Pengantar ii

Daftar Isi iv

Daftar Gambar vii

Daftar Tabel x

Daftar Lampiran xi

Daftar Istilah xii

Bab I PENDAHULUAN 1

I.1 Latar Belakang 1

I.2 Perumusan Masalah 5

I.3 Tujuan Penelitian 5

I.4 Batasan Penelitian 5

I.5 Manfaat Penelitian 6

I.6 Metodologi Penelitian 6

Bab II TINJAUAN PUSTAKA 7

II.1 Penelitian Sebelumnya 7

II.2 Dasar Teori 11

II.2.1 Perpustakaan 11

II.2.2 INLISLite V3 12

II.2.3 Human Computer Interaction 13

II.2.4 *User Centered Design* (UCD) 14

II.2.5 *User Interface* (UI) 16
II.2.6 *User Experience* (UX) 16
II.2.7 *User* Persona 17
II.2.8 Usability 18
II.2.9 *Quality in Use Integrated Measurement* (QUIM) 19
II.2.10 *Hypertext Markup Language* (HTML) 20
II.2.11 *Cascading Style Sheet* (CSS) 21
Bab III Metodologi Penelitian 22
III.1 Metode yang digunakan 22
III.1.1 Studi Literatur 23
III.1.2 Specify the context of use 23
III.1.3 Specify user requirements 24
III.1.4 Produce design solution 24
III.1.5 Evaluation against requirements 25
III.2 Alat dan Bahan Penelitian 25
III.2.1 INLISLite V3 25
III.2.2 Kebutuhan Sistem 26
III.3 Jadwal Pelaksanaan 27
Bab IV HASIL DAN PEMBAHASAN 28
IV.1 Gambaran Umum *Website* INLISLite V3 28
IV.2 Implementasi Metode *User Centered Design* (UCD) 28
IV.2.1 Specify the context of use 29
IV.2.2 Specify User Requirements 35
IV.2.3 Produce Design Solution 39
IV.2.4 Evaluation Against Requirements 77
IV.3 Pengembangan *Front-End* 81

Bab V Kesimpulan dan Saran 83
V.1 Kesimpulan 83
V.2 Saran 83
Daftar Pustaka 84