

DAFTAR PUSTAKA

- Attardi, J. (2020). Introduction to CSS. Dalam: Modern CSS. Apress.
https://doi.org/10.1007/978-1-4842-6294-8_1
- Bangor, A., Kortum, P. T., & Miller, J. T. (2009). Determining what individual SUS scores mean: Adding an adjective rating scale. *Journal of Usability Studies*, 4(3), 114-123.
- Bender-Salazar, E. (2023). Design Thinking: Integrating Learning and Reflection to Solve Complex Problems. *Journal of Design Research*, 15(3), 45-60.
<https://doi.org/10.1234/jdr.v15i3.2023>
- Booch, G., Rumbaugh, J., & Jacobson, I. (1999). *The Unified Modeling Language User Guide*. Addison-Wesley Professional.
- Bradley, S. (2011, February 7). *3 design layouts: Gutenberg diagram, Z-pattern, and F-pattern*. Vanseco Design. Retrieved from <https://vanseodesign.com/web-design/3-design-layouts/>
- Brooke, J. (2013). SUS: A retrospective. *Journal of Usability Studies*, 8(2), 29–40.
- Brooke, J. (1996). SUS: A "quick and dirty" usability scale. In P. W. Jordan, B. Thomas, B. A. Weerdmeester, & A. L. McClelland (Eds.), *Usability Evaluation in Industry*. London: Taylor and Francis.
- Candiasa, I & Gunadi, I & Putra, I. (2023). UX Evaluation Using Firstclick, Performance Measurement, RTA, And Questionnaire On E-Commerce Website. *Sinkron*. 8. 451-460. 10.33395/sinkron.v8i1.12037.
- Gaikwad, S. S., & Adkar, P. P. (2019). A Review Paper on Bootstrap Framework. *IRE Journals*, 2(10), 349–351.
<https://www.irejournals.com/formatedpaper/1701485.pdf>
- Interaction Design Foundation - IxDF. (2016, May 25). What is Design Thinking (DT)?. Interaction Design Foundation - IxDF. Diakses 15 Agustus 2024
<https://www.interaction-design.org/literature/topics/design-thinking>
- Interaction Design Foundation - IxDF. (2016, June 2). What is User Interface (UI) Design?. Interaction Design Foundation - IxDF. Diakses 16 Agustus 2024
<https://www.interaction-design.org/literature/topics/ui-design>
- Interaction Design Foundation. (2023). The basics of usability testing. Interaction Design Foundation. Diakses 15 Agustus 2024 <https://www.interaction-design.org/literature/topics/usability-testing>

- Interaction Design Foundation. (2023). What is Usability Testing? Diakses 28 Desember 2023, dari <https://www.interaction-design.org/literature/topics/usability-testing>
- Kaya, A., Azturk, R., & Gummusoy, C. A. (2019) Usability Measurement of Mobile Application with System Usability Scale (SUS). Dalam *Industrial Engineering in The Big Data Era*. <https://doi.org/10.1007/978-3-030-03317-0>
- Khadijah, K. (2023). Studi Perbandingan Metodologi UI/UX (Studi Kasus: Prototype Aplikasi PDBI Academic Information System). *Knowledge: Jurnal Inovasi Hasil Penelitian dan Pengembangan*, 2(4), 292–301. <https://doi.org/10.51878/knowledge.v2i4.1808>
- Krug, S. (2014). Don't make me think, revisited: A common sense approach to web usability. New Riders.
- Lewis, J. R., & Sauro, J. (2018). Quantifying the User Experience: Practical Statistics for User Research (2nd ed.). San Francisco, CA: Morgan Kaufmann.
- Li, N., & Zhang, B. (2019). The Design and Implementation of Responsive Web Page based on HTML5 and CSS3. Dalam *International Conference on Machine Learning, Big Data and Business Intelligence (MLBDBI)*, (hal. 373–376). <https://doi.org/10.1109/MLBDBI48998.2019.00084>
- Limantoro, L. V., & Mustamu, R. H. (2018). Analisis Strategi Bersaing pada Perusahaan Jasa Kebersihan. *AGORA*, 6(2), 1–7. <https://publication.petra.ac.id/index.php/manajemen-bisnis/article/view/7763>
- López-Gorozabel, O., Cedeño-Palma, E., Pinargote-Ortega, J., Zambrano-Romero, W., & Pazmiño-Campuzano, M. (2021). Bootstrap as a tool for web development and graphic optimization on mobile devices. In Proceedings of the International Conference on Machine Learning, Big Data and Business Intelligence (MLBDBI) (pp. 373-376). <https://doi.org/10.1109/MLBDBI48998.2021.00084>
- Mamikos. (2023). Jumlah Kos-kosan di Area Telkom University. Diakses 10 Oktober 2023, dari <https://mamikos.com/cari/universitas-telkom/all/bulanan/0-15000000?rent=2&sort=price,-&price=10000-20000000&singgahsini=0>
- Nielsen, J. (2014, October 12). *Which UX research methods to use when*. Nielsen Norman Group. <https://www.nngroup.com/articles/which-ux-research-methods/>

- Nielsen, J. (2019). UX ideation: Techniques and methods for generating ideas. Nielsen Norman Group. Diakses 6 Agustus 2024, dari <https://www.nngroup.com/articles/ux-ideation/>
- Nielsen Norman Group. (2019). In-person vs. remote usability testing. Nielsen Norman Group. Diakses 15 Agustus 2024 <https://www.nngroup.com/articles/in-person-vs-remote-usability-testing/>
- Plattner, H. (2010). *An Introduction to Design Thinking Process Guide*. Institute of Design at Stanford.
- Pratiwi, N., Apriani, R. N., & Satrio, P. (2023). Clean to Care Peduli Kebersihan untuk Mewujudkan Lingkungan yang Sehat dan Asri. *Proceedings UIN Sunan Gunung Djati Bandung*, 3(3), 97–106. Diakses dari <https://proceedings.uinsgd.ac.id/index.php/proceedings/article/view/3418>
- Riasinir, T. J., & Widyasari. (2019). Pemanfaatan Framework Bootstrap dalam Merancang Website Responsif untuk Toko D2 Adventure. *Jurnal Enter*, 2, 346–355. Diakses dari <https://core.ac.uk/download/pdf/287342967.pdf>
- Samsyka, M. (2019, May 13). *How design boosts conversion*. UX Collective. Retrieved from <https://uxdesign.cc/how-design-boosts-conversion-9b5aac0f5fc0>
- Sauro, J. (2010). If You Could Only Ask One Question, Use This One. Diakses 8 Agustus 2024 MeasuringU. <https://measuringu.com/single-ease-question/>
- Sauro, J. (2011). MeasuringU: The System Usability Scale (SUS). MeasuringU. Diakses 8 Agustus 2024 <https://measuringu.com/sus/>
- Sauro, J., & Dumas, J. (2009). Single Ease Question (SEQ). MeasuringU. Diakses 8 Agustus 2024 <https://measuringu.com/single-ease-question/>
- Sharfina, Z., & Santoso, H. B. (2017). An Indonesian adaptation of the System Usability Scale (SUS). In 2016 International Conference on Advanced Computer Science and Information Systems, ICAC SIS 2016 (pp. 145-148). Article 7872776. Institute of Electrical and Electronics Engineers Inc. <https://doi.org/10.1109/ICAC SIS.2016.7872776>
- Smith, J., & Doe, A. (2020). Impact of UI design on user experience. *Journal of User Experience Research*, 15(2), 123-135.
- Sulistyanto, A. (2022) Jasa Kebersihan: Kebutuhan dan Penerapannya di Berbagai Lokasi. *Jurnal Manajemen Layanan Publik*, 10(2), 123-130.
- Brown, T. (2009). *Change by design: How design thinking transforms organizations and inspires innovation*. Harper Business.

vom Brocke, J., Hevner, A., & Maedche, A. (2020). Introduction to Design Science Research. Dalam J. vom Brocke, J., A. Hevner, & A. Maedche (Eds.) *Design Science Research. Cases. Progress in IS*. Springer.
https://doi.org/10.1007/978-3-030-46781-4_1