

Daftar Pustaka

- [1] K. K. A. N. d. R. Birokrasi, “parnrb,” Sistem Pemerintahan Berbasis Elektronik, 22 Mei 2020. [Online]. Available: <https://www.menpan.go.id/site/kelembagaan/sistem-pemerintahan-berbasis-elektronik-spbe-2>. [Diakses 09 Maret 2023].
- [2] Y. Al-Saggaf dan S. Nielsen, “Self-disclosure on Facebook among female users and its relationship to feelings of loneliness,” *Computer in Human Behaviour*, pp. 1-34, 2014.
- [3] J. Brooke, “SUS: A quick and dirty usability scale,” *UX*, pp. 1-5, 1995.
- [4] T. Brown, “IDEO Design Thinking,” IDEO, 09 March 2019. [Online]. Available: <https://designthinking.ideo.com/>. [Diakses 10 March 2023].
- [5] I. B. I. Dewangkara, M. Noviant dan P. A. F. Sara, “PERANCANGAN ULANG UI/UX WEBSITE BUMDES BATURITI MENGGUNAKAN METODE SUS DAN DESIGN THINKING,” *Jurnal Informatika Progres*, 2023.
- [6] U. Karmilasari dan Kurniawan, “ANDROID-BASED DISTRICT E-GOVERNMENT APPLICATION MODEL UI/UX PROTOTYPE USING DESIGN THINKING METHOD,” *Jurnal Sistem Informasi dan Ilmu Komputer Prima(JUSIKOM PRIMA)*, 2023.
- [7] D. A. Fitra, D. A. N. Wulandari dan H. Apriyani, “UI/UX Research \& Design Aplikasi E-commerce: Fixup Waste With Design Thinking Methode,” *Jurnal Teknik Komputer*, 2024.
- [8] A. Yunita, B. Praptono dan T. V. Yastica, “Perancangan Mobile Application Untuk Startup Zyon Menggunakan Metode Design Thinking,” *e-Proceeding of Engineering*, 2023.
- [9] Munchamimna, E. Krismawati, U. K. Abdurrahman dan W. Pekalongan, “PERANCANGAN DAN IMPLEMENTASI APLIKASI EDUKASI MENTAL HEALTH MENGGUNAKAN METODE DESIGN THINKING,” *MSJ : Majority Science Journal*, 2023.
- [10] K. S. ., R. S. R. Vederico Pitsalitz Sabandar, “Penerapan User-Centered Design Method Guna Pembaruan Substansi Terhadap Informasi dan Data-Data pada Website,” p. 3, 2022.
- [11] P. P. A. M. N. R. O. P. E. S. Helmalia Sandy, “Penerapan Goal Directed Design dalam Perancangan Ulang User Interface pada Admin Marketplace BUILD ID,” vol. 5, p. 3, 2023.
- [12] J. Nielsen, “Why You Only Need to Test with 5 Users,” Nielsen Norman Group, 18 March 2000. [Online]. Available: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>. [Diakses 2024 July 24].
- [13] J. Nielsen, “Usability 101: Introduction to Usability,” Nielsen Norman Group logoNielsen Norman Group, 12 Januari 2012. [Online]. Available: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>. [Diakses 30 Agustus 2024].
- [14] P. Aprilia, “Mengenal User Interface: Pengertian, Kegunaan, hingga,” Niagahoster, 06 September 2020. [Online]. Available: <https://www.niagahoster.co.id/blog/user-interface/>. [Diakses 27 Juni 2023].
- [15] T. L. D. Schlatter, *Visual Usability: Principles and Practices for, Angewandte Chemie International : Elsevier Science*, 2013.
- [16] I. D. F. -. IxDF., ““What is Design Thinking (DT)?” Interaction Design Foundation - IxDF.,” 25 Mei 2016. [Online]. Available: <https://www.interaction-design.org/literature/topics/design-thinking>. [Diakses 19 Agustus 2023].
- [17] I. D. F. -. IxDF., “What are Personas?,” Interaction Design Foundation - IxDF., 6 Juni 2016. [Online]. Available: <https://www.interaction-design.org/literature/topics/personas>. [Diakses 5 Agustus 2024].
- [18] D. A. Alijoyo, *Wawancara Terstruktur atau Semi-terstruktur, CRMS*, 2021.
- [19] S. Gibbons, “Empathy Mapping: The First Step in Design Thinking.,” Nielsen Norman Group, 14 Januari 2018. [Online]. Available: <https://www.nngroup.com/articles/empathy-mapping/>. [Diakses 27 Juni 2023].
- [20] S. Samson, K. Granath dan A. Alger, “Journey Mapping the User Experience,” *Coll. Res. Libr*, vol. 78, pp. 459-471, 2017.
- [21] W. Hunt, “The Nitty Gritty of Creating Customer Journey Maps,” *Deliverable UX*, 5 February 2023. [Online]. Available: <https://www.deliverableux.com/user-journey-map>. [Diakses 4 08 2024].

- [22] I. D. F. -. IxDF., “How Might We (HMW),” Interaction Design Foundation - IxDF. , 22 Desember 2016. [Online]. Available: <https://www.interaction-design.org/literature/topics/how-might-we>. [Diakses 5 Agustus 2024].
- [23] ““What are User Flows?” Interaction Design Foundation - IxDF,” Interaction Design Foundation - IxDF, 5 June 2016. [Online]. Available: <https://www.interaction-design.org/literature/topics/user-flows>. [Diakses 4 Agustus 2024].
- [24] A. C. Jiantono, “Mengenal Beberapa Istilah Penting Dalam Desain UI UX,” [binus.ac.id](https://sis.binus.ac.id/2023/02/08/33313/), 03 februari 2023. [Online]. Available: <https://sis.binus.ac.id/2023/02/08/33313/>. [Diakses 08 08 2024].
- [25] E. Kalac, N. Borovina dan D. Boskovic, “Preserving interaction design principles while implementing Material Design Guidelines,” dalam *2021 20th International Symposium INFOTEH-JAHORINA, INFOTEH 2021 - Proceedings*, 2021.
- [26] Institute of Design at Standford, “An Introduction to Design Thinking PROCESS DESIGN,” *Institute of Design*, 2010.
- [27] S. Portigal, *Interviewing Users: How to Uncover Compelling Insights*, Rosenfeld Media, 2013.
- [28] AdminLP2M, “Mengenal Analisis Tematik: Apa itu dan Bagaimana Melakukannya,” LP2M, 3 Agustus 2022. [Online]. Available: <https://lp2m.uma.ac.id/2022/08/03/mengenal-analisis-tematik-apa-itu-dan-bagaimana-melakukannya/>. [Diakses 5 Agustus 2024].
- [29] M. Diehl dan W. Stroebe, “Productivity Loss In Brainstorming Groups: Toward the Solution of a Riddle,” *Journal of Personality and Social Psychology*, vol. 53, 1987.
- [30] M. Haekal, “User Experience (UX): Pengertian dan Tips Penerapannya untuk Pemula.,” Niagahoster., 02 May 2020. [Online]. Available: <https://www.niagahoster.co.id/blog/user-experience-adalah/>. [Diakses 07 Juni 2023].
- [31] J. S. Jeff Gothelf, *Lean UX*, O'Reilly Media, Inc., 2021.
- [32] L. Nielsen, *Personas in Encyclopedia of Human Computer Interaction 3rd Edition*, Interaction Design Foundation., 2019.
- [33] L. Nielsen, *Personas - User Focused Design*, Springer, 2013.