

## DAFTAR SINGKATAN

|             |                                                              |
|-------------|--------------------------------------------------------------|
| <b>RSM</b>  | <i>Recognize, Scrutinize, and Materialize</i>                |
| <b>DSRM</b> | <i>Design Science Research Method</i>                        |
| <b>UI</b>   | <i>User Interface</i>                                        |
| <b>UX</b>   | <i>User Experience</i>                                       |
| <b>UAT</b>  | <i>User Accaptance Test</i>                                  |
| <b>SWOT</b> | <i>Strengths, Weaknesses, Opportunities, and<br/>Threats</i> |
| <b>NPC</b>  | <i>Non Playable Character</i>                                |
| <b>PACT</b> | <i>People, Activities, Context, and Technology</i>           |
| <b>IUCN</b> | <i>International Union for Conservation of Nature</i>        |
| <b>URL</b>  | <i>Uniform Resource Locators</i>                             |
| <b>RACI</b> | <i>Responsible, Accountable, Consulted, Informed</i>         |