

DAFTAR PUSTAKA

- Almarashdeh, Ibrahim, and Mutasem Alsmadi. 2017. "Heuristic Evaluation of Mobile Government Portal Services: An Experts' Review." In *2016 11th International Conference for Internet Technology and Secured Transactions, ICITST 2016*.
- Atashi, A., Khajouei, R., Azizi, A., & Dadashi, A. (2016). User interface problems of a nation-wide inpatient information system: A heuristic evaluation. *Applied Clinical Informatics*, 7(1), 89–100. <https://doi.org/10.4338/ACI-2015-07-RA-0086>
- Aulia, B. M., & Chandra Saputra SKom, M. (2016). ANALISIS USABILITY PADA WEBSITE UNIVERSITAS BRAWIJAYA DENGAN HEURISTIC EVALUATION. In *Jurnal Teknologi Informasi dan Ilmu Komputer (JTIK)* (Vol. 3, Issue 3).
- Ayni, S. N., Aknuranda, I., & Prakoso, B. S. (2020). Perancangan Antarmuka Pengguna Aplikasi Penjualan menggunakan Goal-Directed Design pada CV Gamma Scientific Biolab (Vol. 4, Issue 9). <http://j-ptiik.ub.ac.id>
- Benedictus Effendi, & Imroatul Khasanah. (2020). Evaluasi User Experience Sistem Monitoring Penelitian dan Pengabdian Masyarakat Palcomtech menggunakan Metode Enhanced Cognitive Walkthrough. *Teknomatika*, 10(1), 89-96. Retrieved from <https://ojs.palcomtech.ac.id/index.php/teknomatika/article/view/549>
- Cho, H., Powell, D., Pichon, A., Kuhns, L. M., Garofalo, R., & Schnall, R. (2019). Eye-tracking retrospective think-aloud as a novel approach for a usability evaluation. *International Journal of Medical Informatics*, 129, 366–373. <https://doi.org/10.1016/j.ijmedinf.2019.07.010>
- E. Susilo. 2019. "Cara Menggunakan User Experience Questionnaire (UEQ) Pada Uji UX." [Online]. Available: <https://www.edisusilo.com/cara-menggunakan-user-experience-questionnaire/>.
- Ependi, U., Panjaitan, F., & Hutrianto, H. (2017). System Usability Scale

- Antarmuka Palembang Guide Sebagai Media Pendukung Asian Games XVIII. *Journal of Information Systems Engineering and Business Intelligence*, 3(2), 80. <https://doi.org/10.20473/jisebi.3.2.80-86>
- Esty Purnamasari, H. (2012). EVALUASI WEBSITE JobsDBTM Mobile DENGAN METODE USABILITY HEURISTIC. *Prosiding Seminar Ilmiah Nasional Komputer Dan Sistem Intelijen (KOMMIT 2012)*, 7
- Farida, L. D. 2016. "Pengukuran User Experience Dengan Pendekatan Usability." *Seminar Nasional Teknologi Informasi dan Multimedia 2016*: 6–7.
- Fitriani, B., Angraini, T., Hadi Guna Putra, Y., Informasi, S., Pontianak Jl Merdeka Barat No, S., & Kalimantan Barat, P. (2018). *Seminar Nasional Sistem Informasi dan Teknologi Informasi 2018 SENSITEK 2018 STMIK Pontianak* (Vol. 12).
- Ginting, Lit Malem, Grady Sianturi, and Christina Vitaloka Panjaitan. 2021. "Perbandingan Metode Evaluasi Usability Antara Heuristic Evaluation Dan Cognitive Walkthrough." *Jurnal Manajemen Informatika (JAMIKA)* 11(2): 146–57.
- Gupta, Sugandha. 2015. "A Comparative Study of Usability Evaluation Methods." *International Journal of Computer Trends and Technology* 22(3): 103–6.
- Handiwidjojo, W., & Ernawati, L. (2016). Pengukuran Tingkat Ketergunaan (Usability) Sistem Informasi Keuangan Studi Kasus: Duta Wacana Internal Transaction (Duwit). *JUISI*, 02(01).
- Henderson, A. (2002). *Interaction design: beyond human-computer interaction. Ubiquity*. <https://doi.org/10.1145/512526.512528>
- Hendradewa, Andrie Pasca. 2017. "Perbandingan Metode Evaluasi Usability (Studi Kasus : Penggunaan Perangkat Smartphone)." *Teknoin* 23(1): 9–18.
- Indrawan, G., Gunawan, I. M. A. O., & Sariyasa. (2020). The usability evaluation of academic progress information system (SISKA-NG). *Advances in Science, Technology and Engineering Systems*. <https://doi.org/10.25046/aj050259>
- Indrawan, G., Heriawan, G. T., Paramitha, A. A. I. I., Wiryawan, G., Subawa, G. B., Sastradi, M. T., & Sucahyana, K. A. (2017). *SIsKA: Mobile Based Academic Progress Information System*. <https://doi.org/10.2991/icirad->

17.2017.24

- Insap Santosa, P., & Wing Wahyu Winarno, dan. (2019). Evaluasi Usability pada Sistem Informasi Pasar Kerja... EVALUASI USABILITY PADA SISTEM INFORMASI PASAR KERJA MENGGUNAKAN SYSTEM USABILITY SCALE (Vol. 10).
- Jakob Nielsen, Rolf Molich, & Bitnet Denmark. (1990). HEURISTIC EVALUATION OF USER INTERFACES Dalam Proceedings of the sigchi conference on human factors in computing systems (hal. 249–256).
- Kori Puspita Ningsih, A. Md. , SKM. , M. (2022). NASKAH METODOLOGI PENELITIAN KUANTITATIF SUDAH ISBN. PENENTUAN POPULASI DAN SAMPEL DATA, 93–111.
- Kurniawan, Aditya, Retno Indah Rokhmawati, and Aditya Rachmadi. 2018. “Evaluasi User Experience Dengan Metode Heuristic Evaluation Dan Persona (Studi Pada : Situs Web Dalang Ki Purbo Asmoro).” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*.
- Laugwitz, Bettina, Theo Held, and Martin Schrepp. 2008. “Construction and Evaluation of a User Experience Questionnaire.” *Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)* 5298 LNCS: 63–76.
- Motlagh Tehrani, S. E., Zainuddin, N. M. M., & Takavar, T. (2015). Heuristic evaluation for Virtual Museum on smartphone. Proceedings - 2014 3rd International Conference on User Science and Engineering: Experience. Engineer. Engage, i-USER 2014, 227–231. <https://doi.org/10.1109/IUSER.2014.7002707>
- Nielsen J. (2012); Usability 101: Introduction to usability. Alertbox. [Internet]; Tersedia pada <http://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- Nielsen, J. (2013). 10 usability heuristic for user interface design. Retrieved from <https://www.designprinciplesftw.com/collections/10-usability-heuristics-for-user-interface-design>.
- Nielsen, J., & Mack, R. (1994). Heuristic Evaluation. In *Usability Inspection*

Methods. <https://doi.org/10.1089/tmj.2010.0114>

- Pandusarani, Gagas, Adam Hendra Brata, and Eriq Muh. Adams Jonemaro. 2018. "Analisis User Experience Pada Game CS:GO Dengan Menggunakan Metode Cognitive Walkthrough Dan Metode Heuristic Evaluation." *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer* 2(3): 940–50. <http://j-ptiik.ub.ac.id>.
- Paramitha, A. A. I. I., Dantes, G. R., & Indrawan, G. (2018). The evaluation of web based academic progress information system using heuristic evaluation and user experience questionnaire (UEQ). Proceedings of the 3rd International Conference on Informatics and Computing, ICIC 2018. <https://doi.org/10.1109/IAC.2018.8780430>
- Parlangeli, O., Marchigiani, E., & Bagnara, S. (1999). Multimedia systems in distance education: Effects of usability on learning. *Interacting with Computers*. [https://doi.org/10.1016/S0953-5438\(98\)00054-X](https://doi.org/10.1016/S0953-5438(98)00054-X)
- Putra, T.A., Mahadika dkk .2019. Evaluasi User Experience Pada Social Application Mobile HAGO Menggunakan Metode Enhanced Cognitive Walkthrough. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer* Vol. 3, No. 7
- Rahmi, L. (2019). Evaluasi Usability Fitur Webshare Pada Aplikasi Share it Menggunakan Metode Thinking-Aloud. *ULTIMA InfoSys*, X(2).
- Saeedbakhsh, Saeed, SakineSaghaeiannejad Isfahani, Maede Saber, and Ghasem Yadegarfar. 2016. "Hospital Information System Usability of Educational Hospitals in Isfahan Using Heuristic Evaluation Method." *International Journal of Educational and Psychological Researches* 0(0): 0.
- Santoso, Harry B. et al. 2016. "Measuring User Experience of the Student-Centered E-Learning Environment." *Journal of Educators Online* 13(1): 1–79.
- Sommerville, I. (2011). Sommerville Software Engineering. In Monthly Notices of <https://doi.org/10.1111/j.1365-2362.2005.01463.x>
- Suyanto, S., & Ependi, U. (2019). Pengujian Usability dengan Teknik System Usability Scale pada Test Engine Try Out Sertifikasi. *MATRIK: Jurnal Manajemen, Teknik Informatika Dan Rekayasa Komputer*, 19(1), 62–69.

<https://doi.org/10.30812/matrik.v19i1.503>

Tiyasa, A., Wirdiani, N. K. A., & Rusjayanthi, N. K. D. (2023). Analysis and design of UI and UX of the Taring application using goal-directed design and cognitive walkthrough methods. *MATRIX: Jurnal Manajemen Teknologi Dan Informatika*, 13(3), 142–156. <https://doi.org/10.31940/matrix.v13i3.142-156>

Wilson, C. (2014). *User Interface Inspection Methods: A User-Centered Design Method*.

Wiryan, Mendiola B. 2011. “User Experience (Ux) Sebagai Bagian Dari Pemikiran Desain Dalam Pendidikan Tinggi Desain Komunikasi Visual.” *Humaniora* 2(2): 1158.

