

DAFTAR PUSTAKA

- Afifi, M. Z., & Hidayatullah, D. (2022). *Perancangan Layanan Print Online Berbasis Website*. 9(1), 520–532.
- Andriyan, W., Septiawan, S., & Aulya, A. (2020). Perancangan Website sebagai Media Informasi dan Peningkatan Citra Pada SMK Dewi Sartika Tangerang. *Jurnal Teknologi Terpadu*, 6(2), 79–88. <https://doi.org/10.54914/jtt.v6i2.289>
- Batubara, F. A. (2012). Perancangan Website Pada Pt . Ratu Enim Palembang. *Raintek Jurnal Ilmu Pengetahuan Dan Teknologi Terapan*, 7(1), 15–27.
- Choirudin, A. Y., & Yanuarsari, D. H. (2022). Perancangan Website Detakuwa sebagai Media Penjualan Produk Daily Hijab di Semarang. *Jurnal Citrakara*, 4(1), 104–118.
<http://publikasi.dinus.ac.id/index.php/citrakara/article/view/6586%0Ahttp://publikasi.dinus.ac.id/index.php/citrakara/article/viewFile/6586/3060>
- Churchville, F. (2021). *User Interface (UI)*. TechTarget Network. <https://www.techtarget.com/searcharchitecture/definition/user-interface-UI>
- Dila, R. B. M., Priyadi, Y., & Adrian, M. (2022). Perancangan Antar Muka Aplikasi Pencarian Restoran Berdasarkan Metode User Centered Design (Studi Kasus: Restoran Di Kota Padangsidimpuan). *E-Proceeding of Engineering*, 9(2), 780–791.
- Fatah, D. A., Yusron, R. M., & Febrianti, I. D. (2021). Penerapan Metode User-Center Design (UCD) Untuk E-Commerce Industri Kreatif. *Jurnal Simantec*, 10(1), 31–40. <https://doi.org/10.21107/simantec.v10i1.12700>
- Gunawan, R., Yusuf, A. M., & Nopitasari, L. (2021). Rancang Bangun Sistem Presensi Mahasiswa Dengan Menggunakan Qr Code Berbasis Android. *Jurnal Ilmiah Elektronika Dan Komputer*, 14(1), 47–58.
- Guritno, S., Suradyono, & Rahardja, U. (2011). *Success Rate: The Simplest Usability Metric*. <https://www.nngroup.com/articles/success-rate-the-simplest-usability-metric/>
- Ichsani, Y. (2018). Evaluasi Performa Usability Situs-Situs Web Perguruan Tinggi

- Negeri Di Indonesia Yang Terakreditasi “a” Tahun 2013 Serta Perbandingan Kondisi Situs Web Tahun 2014 Dan 2017. *Jurnal Teknik Informatika*, 10(2), 93–108. <https://doi.org/10.15408/jti.v10i2.6824>
- Kurnia, W. (2019). *Desain Interaksi Aplikasi Rekam Medis Berbasis UCD*. 1.
- L. Albani and G. Lombardi (FIMI). (2009). *User Centred Design for EASYREACH*. November 2010, 1–45.
- Lowdermilk, T. (2013). *User-Centered Design : A Developer’s Guide to Building User-Friendly Applications*.
- Manurung, A., Tolle, H., & Akbar, M. A. (2019). *Perancangan User Experience Pada Aplikasi Mobile Fasilitas Tanggap Bencana Dengan Pendekatan Metode Human-Centered Design (HCD)*. 3(8), 7483–7491.
- Mifsud, J. (2015). *Usability Metrics – A Guide To Quantify The Usability Of Any System*. Usabilitygeek. <https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-system-usability/>
- Monica, & Luzar, L. C. (2011). Efek Warna dalam Dunia Desain dan Periklanan. *Humaniora*, 2(2), 1084. <https://doi.org/10.21512/humaniora.v2i2.3158>
- Muhammad, N. E. G., Tony, D. S., & Anisah, H. (2018). Analisis Komponen Desain Layout, Warna, dan Kontrol Pada Antarmuka Pengguna Aplikasi Mobile Berdasarkan Kemudahan Penggunaan (Studi Kasus: Aplikasi Olride). *Jurnal Teknik ITS*, Vol. 7(1), A 143-A 148.
- Nafisah, S. (2003). *Grafika Komputer*. Graha Ilmu.
- Naser, A. (2018). *Perancangan User Interface dan User Experience Halaman Website Program Studi Desain Komunikasi Visual Universitas Negeri Padang*.
- Nielsen, J. (1993). *Usability Engineering*. Nielsen Norman Group. <https://www.nngroup.com/books/usability-engineering/>
- Nielsen, J. (2000). *Why You Only Need to Test with 5 Users*. Nielsen Norman Group. <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>
- Nielsen, J. (2001). *Success Rate: The Simplest Usability Metric*. Nielsen Norman Group. <https://www.nngroup.com/articles/success-rate-the-simplest-usability-metric/>

- Nielsen, J. (2012). *Usability 101: Introduction to Usability*. Nielsen Norman Group. <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- Nielsen, J. (2014). *Turn User Goals into Task Scenarios for Usability Testing*. Nielsen Norman Group. <https://www.nngroup.com/articles/task-scenarios-usability-testing/>
- Nielsen, J., & Budiu, R. (2001). *Success Rate: The Simplest Usability Metric*. Nielsen Norman Group. <https://www.nngroup.com/articles/success-rate-the-simplest-usability-metric/>
- Paramadani, R. B., Sudana, A. A. K. O., & Putra, I. M. S. (2020). Pengembangan User Interface dan User Experience SIMRS untuk Meningkatkan Pelayanan Kesehatan Rumah Sakit Bagian Farmasi. *JITTER-Jurnal Ilmiah Teknologi Dan Komputer*, 1(2).
- Puji, A. A., & Engraini, V. (2021). Perancangan User Interface Website E-Commerce Pada Usaha Kuliner Menggunakan User Centered Design. *Jurnal CoSciTech (Computer Science and Information Technology)*, 2(1), 1–8. <https://doi.org/10.37859/coscitech.v2i1.2196>
- Rahadi, D. R. (2014). Pengukuran Usability Sistem Menggunakan Use Questionnaire Pada Aplikasi Android. *Jurnal Sistem Informasi (JSI)*, 6(1), 661–671. <http://ejournal.unsri.ac.id/index.php/jsi/index>
- Rahmawati, E. (2020). Implementation of the user-centered design (Ucd) method for designing web marketplace of qurban cattle sales in Indonesia. *Register: Jurnal Ilmiah Teknologi Sistem Informasi*, 6(2), 96–108. <https://doi.org/10.26594/register.v6i2.1845>
- Roth, R. (2017). User Interface and User Experience (UI/UX) Design. *Geographic Information Science & Technology Body of Knowledge*, 2017(Q2). <https://doi.org/10.22224/gistbok/2017.2.5>
- Rubin, J., & Chisnell, D. (2008). Handbook Of Usability Testing 2nd Ed. In *Handbook Of Usability Testing 2nd Ed.* http://www.amazon.com/s/ref=nb_sb_noss?url=search-alias%3Daps&field-keywords=9780470185483

- Samuel, W., & Hapsari Indriani, N. (2021). Perancangan Interaksi Panduan Pembelajaran Berbasis Personalisasi Menggunakan Activity-Centered Design. *Cogito Smart Jurnal*, 7(2), 227–239.
- Satzinger, J. W., Jackson, R. B., & Burd, S. D. (2016). System Analysis and Design in a Changing World. In *In Course Technology Cengage Learning*.
- Sauro, J. (2012). *10 Benchmarks for User Experience Metrics*. Measuring U. <https://measuringu.com/ux-benchmarks/>
- Sergeev, A. (2010). *ISO-9241 Efficiency metrics - Theory of usability*. UI Designer. <http://ui-designer.net/usability/effectiveness.htm>
- Shneiderman, B., Plaisant, C., Cohen, M., Jacobs, S., Elmqvist, N., & Diakopoulos, N. (2021). *Designing the User Interface: Strategies for Effective Human-Computer Interaction, 6th edition*.
- Solichuddin, R. B. (2021). *Perancangan User Interface dan User Experience dengan Metode User Centered Design pada Situs Web Kalografi. Vol 2*.
- Supardianto, S., & Tampubolon, A. B. (2020). Penerapan UCD (User Centered Design) Pada Perancangan Sistem Informasi Manajemen Aset TI Berbasis Web di Bid TIK Kepolisian Daerah Kepulauan Riau. *Journal of Applied Informatics and Computing*, 4(1), 74–83. <https://doi.org/10.30871/jaic.v4i1.2108>
- Susanti, E., Fatkhiyah, E., & Efendi, E. (2019). *PENGEMBANGAN UI / UX PADA APLIKASI M-VOTING*. 364–370.
- Triani, N. N. A. (2012). *Penerapan Strategi IT E-Commerce Sebagai Peningkatan Persaingan Bisnis Perusahaan*. 3(2), 209–224.
- Trimarsiah, Y., & Arafat, M. (2017). Analisis Dan Perancangan Website Sebagai Sarana Informasi Pada Lembaga Bahasa Kewirausahaan Dan Komputer Akmi Baturaja. *Jurnal Ilmiah MATRIK*, Vol. 19 No, 1–10.
- Trisnio, K. (2016). *User Experience Design Process*. Binus University School of Information System. <https://sis.binus.ac.id/2016/07/29/user-experience-design-process/>
- Tullis, T., & Albert, B. (2013). Measuring the user experience: Collecting. In *Analyzing and Presenting Usability Metrics*.

Usability.gov. (2020). *Scenarios*. Usability.Gov. <https://www.usability.gov/how-to-and-tools/methods/scenarios.html>

Wijaya, A. S. (2019). *User Centered Design*. Binus University School of Information System. <https://sis.binus.ac.id/2019/05/31/user-centered-design/>

Wong, E. (2016). *Shneiderman's eight golden rules will help you design better interfaces*. The Interaction Design Foundation. <https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces>

Wong, E. (2016). Shneiderman's eight golden rules will help you design better interfaces. *The Interaction Design Foundation*.

