

## DAFTAR PUSTAKA

- Adiguna, A. R., Saputra, M. C., & Pradana, F. (2018). *Analisis dan Perancangan Sistem Informasi Manajemen Gudang pada PT Mitra Pinasthika Mulia Surabaya*. 2(2), 612–621.
- Arthana, I. K. R., Dantes, G. R., Dewi, L. J. E., Setemen, K., & Marti, N. W. (2021). Pengembangan Prototype Frequently Asked Question (FAQ) Undiksha Dengan Pendekatan User Centered Design. *Jurnal Pendidikan Teknologi dan Kejuruan*, 18(1), 77. <https://doi.org/10.23887/jptk-undiksha.v18i1.32141>
- Badan Penelitian dan Pengembangan Pertanian. (2016). *Panduan penanganan kondisi gawat darurat*.
- BNPB. (2007). *Definisi Bencana*. <https://www.bnpb.go.id/definisi-bencana>
- Cavanaugh, A. B. (2021). *Analisis Dan Perancangan UI/UX Dengan Metode User Centered Design Pada Website DLU Ferry* (Vol. 7).
- Coursera. (2023). *What Is Iconography?* [coursera.org. https://www.coursera.org/articles/iconography](https://www.coursera.org/articles/iconography)
- Dinas Pemadam Kebakaran dan Penyelamatan, P. K. T. S. (2024). *Pelayanan Penyelamatan dan evakuasi korban kebakaran*. <https://sippn.menpan.go.id/pelayanan-publik/8243741/pemerintah-kota-tangerang-selatan/pelayanan-penyelamatan-dan-evakuasi-korban-kebakaran>
- Esmeralda, Y. P. (2024). *Penggunaan Dark Mode pada UI Design*. BuildWithAngga. <https://buildwithangga.com/tips/penggunaan-dark-mode-pada-ui-design>
- Fariyanto, F., Suaidah, & Ulum, F. (2021). Perancangan Aplikasi Pemilihan Kepala Desa Dengan Metode Ux Design Thinking ( Studi Kasus : Kampung Kuripan. *Jurnal Teknologi dan Sistem Infomasi (JTSl)*, 2(2), 52–60.
- Figma. (2019). *The birth of Inter: How the new open-source typeface used by GitHub and Mozilla came to be*. [figma.com. https://www.figma.com/blog/the-birth-of-inter/](https://www.figma.com/blog/the-birth-of-inter/)
- Figma. (2024a). *What color is bright yellow?* [figma.com. https://www.figma.com/colors/bright-yellow/](https://www.figma.com/colors/bright-yellow/)
- Figma. (2024b). *What color is green?* [figma.com. https://www.figma.com/colors/green/](https://www.figma.com/colors/green/)

- Figma. (2024c). *What color is red?* figma.com. <https://www.figma.com/colors/red/>
- Firmansyah, M. T., Fauzi, R., & Gumilang, S. F. S. (2020). *Perancangan User Interface dan User Experience Mobile Application Sibengkel untuk Memenuhi Kebutuhan Pengguna dengan Metode User-Centered Design (UCD)*. 7(2), 7574–7580.
- Galitz, W. O. (2007). *The Essential Guide to User Interface Design*. Wiley Publishing, Inc.
- Garrett, J. J. (2011). *The Elements of User Experience: User-Centered Design for the Web* (Second Ed). New Riders.
- Geltmeyer, K. (2017). *Usability Of Registered Electronic Nursing Records Used By Home Care Nurses In Flanders*. Ghent University.
- Gojek, D. (2020). *Gojek's New Transport Design*. <https://dribbble.com/shots/14132617-Gojek-s-New-Transport-Design>
- Gumay, M. R. A., Effendy, V., & Junaedi, D. (2020). Modeling user interface design for panic button application for deaf people using user-centered design method. *IOP Conference Series: Materials Science and Engineering*, 830(2). <https://doi.org/10.1088/1757-899X/830/2/022097>
- Harley, A. (2015). *Personas Make Users Memorable for Product Team Members*. Nielsen Norman Group. <https://www.nngroup.com/articles/persona/>
- Hassenzahl, M., & Tractinsky, N. (2014). User experience a research agenda. *Behaviour & Information Technology*, 25(June), 91–97. <https://doi.org/10.1080/01449290500330331>
- Interaction Design Foundation. (n.d.). *What is Logo Design?* [www.interaction-design.org](http://www.interaction-design.org). Diambil 15 November 2024, dari <https://www.interaction-design.org/literature/topics/logo-design#:~:text=Logo design is the art,Positive Impact on User Experience>
- Iqbal, M., Marthasari, G. I., & Nuryasin, I. (2020). Penerapan Metode UCD (User Centered Design) pada Perancangan Aplikasi Fitur Darurat. *Jurnal Repositor*, 2(8). <https://doi.org/10.22219/repositor.v2i8.218>
- ISO 9241-210:2010. (2010). *Ergonomics of human-system interaction-Human-centred design for interactive systems*. International Organization for Standardization. [https://www.iso.org/obp/ui/?source=post\\_page](https://www.iso.org/obp/ui/?source=post_page)

- Iswanto, R. (2023). Perancangan Buku Ajar Tipografi. *Jurnal Desain Komunikasi Visual Nirmana*, 23, 7. <https://doi.org/10.9744/nirmana.23.2.123-129>
- Kaley, A. (2019). *Popups: 10 Problematic Trends and Alternatives*. [www.nngroup.com](http://www.nngroup.com). <https://www.nngroup.com/articles/popups/>
- Kane, L. (2019). *Usability for Older Adults: Challenges and Changes*. Nielsen Norman Group. <https://www.nngroup.com/articles/usability-for-senior-citizens/>
- Kholmatova, A. (2017). *Design Systems: A practical guide for creating design languages for digital products*. Smashing Magazine.
- Kominfosanti, A. (2021). *Tugas Pokok dan Fungsi*. Kominfosanti. [https://kominfosanti.bulelengkab.go.id/informasi/detail/profil/83\\_tugas-pokok-dan-fungsi](https://kominfosanti.bulelengkab.go.id/informasi/detail/profil/83_tugas-pokok-dan-fungsi)
- Kusumo, L. M. T. (2023). *Penerapan Psikologi Warna Pada Desain User Interface*. Binus University. <https://sis.binus.ac.id/2023/01/23/penerapan-psikologi-warna-pada-desain-user-interface/>
- L. Albani and G. Lombardi (FIMI). (2010). *User Centred Design for EASYREACH*.
- Laubheimer, P. (2020). *3 Persona Types: Lightweight, Qualitative, and Statistical*. Nielsen Norman Group. <https://www.nngroup.com/articles/persona-types/>
- Lim, C., Sumarlie, A. C. F., & Haris, D. A. (2021). Perancangan Ui/Ux Aplikasi Absensi Jikan Dengan Metode User Centered Design. *Computatio: Journal of Computer Science and Information Systems*, 1(1), 16–24.
- Lutowski, R. (2005). Interface Prototyping. *Software Requirements*, 234. <https://doi.org/10.1201/9781420031317.ch13>
- McCloskey, M. (2014). *Turn User Goals into Task Scenarios for Usability Testing*. Nielsen Norman Group. <https://www.nngroup.com/articles/task-scenarios-usability-testing/>
- Mifsud, J. (2015). *Usability Metrics – A Guide To Quantify The Usability Of Any System*.
- Moran, K. (2019). *Usability Testing 101*. Nielsen Norman Group. <https://www.nngroup.com/articles/usability-testing-101/>
- Moumane, K., Idri, A., & Abran, A. (2016). Usability evaluation of mobile applications using ISO 9241 and ISO 25062 standards. *SpringerPlus*, 5(1).

<https://doi.org/10.1186/s40064-016-2171-z>

- Nielsen, J. (1989). *Coordinating User Interfaces for Consistency* (J. Nielsen (ed.); 2002 ed.). Academic Press, Boston.
- Nielsen, J. (1993). Usability Engineering. In *Nielsen Norman Group* (Four Editi). Wiley Publishing, Inc. <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.
- 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. (2021). *Success Rate: The Simplest Usability Metric*. Nielsen Norman Group. <https://www.nngroup.com/articles/success-rate-the-simplest-usability-metric/>
- Nofita, S. (2020). *Perancangan Prototype Aplikasi Deaf Care Untuk Menunjang Aksebilitas Pendamping Dalam Memenuhi Kebutuhan Anak Tuna Rungu Menggunakan Metode User Centered Design*. Universitas Islam Indonesia.
- Pal, P. (2017). *What Is The Difference Between Low-Fidelity and High-Fidelity Wireframes?* Think 360. <https://think360studio.com/blog/what-is-the-difference-between-low-fidelity-and-high-fidelity-wireframes>
- Perlman, J. (2024). *Why Illustrations Are Key to Great User Interfaces*. blush.design. <https://blush.design/blog/post/illustrations-user-interface-ui>
- Preece, J., Helen, S., & Yvonne, R. (2015). *Interaction Design: Beyond Human-Computer Interaction* (Four Editi). Willey.
- Pressman, R. S. (n.d.). *Software Engineering*.
- Puspita, R. (2020). *Pengembangan Prototipe Aplikasi Community Menggunakan Balsamiq Mockup Dan Figma (Studi Kasus : PT Mozaik Bintang Persada)*.

Universitas Islam Negeri Syarif Hidayatullah.

- Rae, M. (2020). *Designing States for Buttons & UI Interactions*. xd.adobe.com. [https://xd.adobe.com/ideas/process/ui-design/designing-interactive-buttons-states/?source=post\\_page-----baefce6d5909-----](https://xd.adobe.com/ideas/process/ui-design/designing-interactive-buttons-states/?source=post_page-----baefce6d5909-----)
- Rahman, S. (2021). *Perancangan Ui / Ux Aplikasi Self Service in Menu Dengan Pendekatan User Centered Design*. 02, 1–14.
- Razi, A. A., Mutiaz, I. R., & Setiawan, P. (2018). Penerapan Metode Design Thinking Pada Model Perancangan Ui/Ux Aplikasi Penanganan Laporan Kehilangan Dan Temuan Barang Tercecer. *Desain Komunikasi Visual, Manajemen Desain dan Periklanan (Demandia)*, 3(02), 219. <https://doi.org/10.25124/demandia.v3i02.1549>
- Roth, R. E. (2017). *User Interface and User Experience ( UI / UX ) Design*. November. <https://doi.org/10.22224/gistbok/2017.2.5>
- Rouse, M. (2015). *Mobile UI (Mobile User Interface)*. TechTarget. <https://searchmobilecomputing.techtarget.com/definition/mobile-e-UI-mobile-user>
- Rouse, M. (2016). *User Flow*. Technopedia. <https://www.techopedia.com/definition/31852/user-flow>
- Rudd, J., Stern, K., & Isensee, S. (1996). *Low vs. high-fidelity prototyping debate*. 77–85.
- Sadewa, G. B. B., Divayana, D. G. H., & Pradnyana, I. M. A. (2020). Pengujian Usability Pada Aplikasi E-Sakip Kabupaten Buleleng Menggunakan Metode Usability Testing. *INSERT: Information System and Emerging Technology Journal*, 1(2), 15.
- Santoso, J. (2018). Usability User Interface dan User Experience Media Pembelajaran Kamus Kolok Bengkulu Berbasis Android. *Jurnal Sistem Dan Informatika*, 12(2), 174–181.
- Satzinger, J. W., & Jackson, R. B. (n.d.). *Systems Analysis And Design In A Changing World*.
- Sauro, J. (2012). *10 Benchmarks for User Experience Metrics*. Measuring U.
- Schlatter, T., & Levinson, D. (2013). *Visual Usability: Principles and Practices for Designing Digital Applications* (M. Dunkerley (ed.)). Elsevier.

www.elsevier.com

- Sergeev, A. (2010). *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. (n.d.). *Designing the User Interface: Strategies for Effective Human-Computer Interaction: Sixth Edition*. Diambil 22 Juni 2022, dari <https://www.cs.umd.edu/users/ben/goldenrules.html>
- Syahidan, G., Prawira, A., Effendy, V., & Kaburuans, E. R. (2010). Perancangan User Interface Pada Aplikasi Cheduling Activity for Autistic Children Menggunakan Metode User Centered Design User Interface of Design Scheduling Activity Application for Autistic Children Using User Centered Design Method. *E-Proceeding of Engineering*, 4, 100–200.
- Usability.Gov. (2020). *Skenarios*. <https://www.usability.gov/how-to-and-tools/methods/scenarios.html>
- UX Planet. (2017). *Information Architecture. Basics for Designers*. [ux.planet.org. https://uxplanet.org/information-architecture-basics-for-designers-b5d43df62e20](https://uxplanet.org/information-architecture-basics-for-designers-b5d43df62e20)
- Wedayanti, N. L. P. A., Wirdinai, N. K. A., & Purnawan, I. K. A. (2019). Evaluasi Aspek Usability pada Aplikasi Simalu Menggunakan Metode Usability Testing. *Merpati*, 7(2), 113–124.
- Wijaya, A. S. (2019). *Human Centered Design dan Perbedaan dengan User Centered Design*. Binus University. <https://sis.binus.ac.id/2019/06/21/human-centered-design-dan-perbedaan-dengan-user-centered-design-2/>
- Wong, E. (2016). *Shneiderman's Eight Golden Rules Will Help You Design Better Interfaces*. Interactions Design Foundation. [https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces?srsltid=AfmBOoog26bESKr\\_-KbQYqbuUnt7fxMPpQdozYXHlorWOA1uNRtQ2tJE#1.\\_consistency-2](https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces?srsltid=AfmBOoog26bESKr_-KbQYqbuUnt7fxMPpQdozYXHlorWOA1uNRtQ2tJE#1._consistency-2)