

DAFTAR PUSTAKA

- Amalina, S., Wahid, F., Satriadi, V., Farhani, F. S., & Setiani, N. (2017). Rancang Purwarupa Aplikasi UniBook Menggunakan Metode Pendekatan *Design Thinking*. *Seminar Nasional Aplikasi Teknologi Informasi (SNATi), Oktober*, 50–55.
- Arsyad, M. (2016). Peranan bimbingan dan konseling di sekolah dalam menciptakan sekolah sejahtera (school well-being). *Jurnal Ilmiah Universitas Tanjungpura*.
- Arthana, I. K. R., Pradnyana, I. M. A., & Dantes, G. R. (2019). *Usability tesing on website wadaya based on ISO 9241-11*. *Journal of Physics: Conference Series*, 1165(1). <https://doi.org/10.1088/1742-6596/1165/1/012012>
- Babich, N. (t.t.). *Design Thinking Process and Its Phases*. Adobe.
- Bratsberg, H. M. (2012a). Empathy Maps of the Four Sight Preferences. *International Center for Studies in Creativity*.
- Bratsberg, H. M. (2012b). Empathy Maps of the Four Sight Preferences. *International Center for Studies in Creativity*. <https://digitalcommons.buffalostate.edu/cgi/viewcontent.cgi?article=1180&context=creativeprojects>
- Brooke, J. (2013a). *SUS : A Retrospective*. January 2013.
- Brooke, J. (2013b). SUS : A Retrospective. *Journal Of Usability Studies*, 8(2), 29–40.
- Darmalaksana, W., & Ag, M. (2020). *METODE DESIGN THINKING HADIS Pembelajaran, Riset & Partisipasi Masyarakat FAKULTAS USHULUDDIN UIN SUNAN GUNUNG DJATI BANDUNG*. Fakultas Ushuluddin UIN Sunan Gunung Djati Bandung.
- Euphemia Wong. (2024, Maret). *Shneiderman's Eight Golden Rules Will Help You Design Better Interfaces*. interaction-design.org. <https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you->

- design-better-interfaces?srsltid=AfmBOopDNfwlZ3tdSMHxMYtejuS58tV7WbRO0yiEV99wcvBYQwa3y3gq#worksheet:_how_you_can_apply_shneiderman%E2%80%99s_8_golden_rules_to_your_interface_designs-10
- Fajar. (2018). *Pentingnya Bimbingan Konseling Dalam Dunia Pendidikan*. Bimbingan Konseling Indonesia. <http://www.bimbangankonseling-id.com/2018/07/pentingnya-bimbingan-konseling-dalam-pendidikan.html>
- Gibbons, S. (2016). *Design Thinking 101*. Nielsen Norman Group. <https://www.nngroup.com/articles/design-thinking/>
- Hikmawati, F. (2016a). Bimbingan Konseling. Dalam *PT. RajaGrafindo Perasada* (5 ed., Nomor Agustus). PT RajaGrafindo Persada.
- Hikmawati, F. (2016b). Bimbingan Konseling. Dalam *PT. RajaGrafindo Perasada* (5 ed., Nomor Agustus). PT RajaGrafindo Persada.
- Hussein, A. S. (2018). *Metode Design Thinking untuk Inovasi Bisnis* (I). Universitas Brawijaya Press. <https://www.google.com/books?hl=en&lr=&id=nNWFDwAAQBAJ&oi=fnd&pg=PR5&dq=Metode+Design+Thinking+untuk+Inovasi+Bisnis+pdf&ots=F8VULunEBI&sig=r3WAP01nZgcjL4WtkcavdMZIV5k>
- Irwiansyah, M. I., Tolle, H., & Brata, K. C. (2020). Perancangan Pengalaman Pengguna Aplikasi Pencari Partner Lomba bagi Mahasiswa Berbasis Mobile Menggunakan Metode *Design Thinking*. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 4(9), 2843–2850. <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/7777/3671>
- ISO 9241-11. (2018). *Usability: Definitions and concepts*. ISO 9241-11:2018. <https://www.iso.org/obp/ui/#iso:std:63500:en>
- Jakob Nielsen. (2000, Maret 18). *Why You Only Need to Test with 5 Users*. <https://www.nngroup.com/articles/why-you-only-need-to-Test-with-5-users/>.

- Joo, H. (2017). A study on understanding of UI and UX, and understanding of design according to user interface change. *International Journal of Applied Engineering Research*, 12(20), 9931–9935.
- Lestari, Y. D. (2017). Analisis Perwujudan Fungsi Bimbingan Konseling Pada Peserta Didik Kelas X Sma Negeri 1 Pontianak. *journal Analisa*, 1(2), 2–11.
- Nadeak, B., Parulian, A., Pristiwanto, & Siregar, S. R. (2016). Perancangan Aplikasi Pembelajaran Steganografi Dengan Menggunakan Metode Computer Based Instruction. *MEANS (Media Informasi Analisa dan Sistem)*, 3(4), 54. <https://doi.org/10.54367/means.v1i2.4>
- Nielsen, J. (1994, April 24). *10 Usability Heuristics for User Interface Design*. <https://www.nngroup.com/>. <https://www.nngroup.com/articles/ten-Usability-heuristics/>
- Nielsen, J. (2012). *Usability 101: Introduction to Usability*. Nielsen Norman Group. <https://www.nngroup.com/articles/Usability-101-introduction-to-Usability/>
- Nielsen, J., & Landauer, T. K. (1993). A Mathematical Model of the Finding of Usability Problems. *INTERCHI'93*, 24–29. <https://dl.acm.org/doi/pdf/10.1145/169059.169166>
- Pickel, L. (2020). *Design Thinking for Beginners: Develop Innovative Ideas* [Broadcast]. <https://www.udemy.com/course/design-thinking-for-beginners/>
- 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>
- Rianto, D. A., Assegaf, S., & Fernando, E. (2017). Perancangan Aplikasi Sistem Informasi Geografis (Sig) Lokasi Minimarket Di Kota Jambi Berbasis Android. *Jurnal Ilmiah Media SISFO*, 9(2), 295–304.
- Rusanty, D. A., Tolle, H., & Fanani, L. (2019). Perancangan User Experience Aplikasi Mobile Lelenesia (Marketplace Penjualan Lele) Menggunakan

Metode *Design Thinking*. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 3(11), 10484–10493. <https://doi.org/2548-964X>

Schrepp, M. (2019). *User Experience Questionnaire* Handbook Version 8. URL: https://www.researchgate.net/publication/303880829_User_Experience_Questionnaire_Handbook_Version_2. (Accessed: 02.02. 2017), 1–15.

Sharfina, Z., & Santoso, H. B. (2017). *An Indonesian Adaptation of the System Usability Scale (SUS)*. <https://doi.org/10.1109/ICACSS.2016.7872776>

Shé, C. N., Farrell, O., Brunton, J., & Costello, E. (2022). Integrating *Design Thinking* into instructional design: The #OpenTeach case study. *Australasian Journal of Educational Technology*, 38(1), 33–52. <https://doi.org/10.14742/ajet.6667>

Shirvanadi, E. C. (2021). Perancangan Ulang UI/UX Situs E-Learning Aminkom center Metode *Design Thinking* (Studi Kasus: Amikom Center). *Universitas Islam Indonesia*, 2(16), 1–80. <https://journal.uii.ac.id/AUTOMATA/article/view/19438/11541>

Wahyuningrum, T. (2021). *Buku Referensi Mengukur Usability Perangkat Lunak* (Nomor 1596).