

## DAFTAR PUSTAKA

- Berutu. (2016). PERANCANGAN APLIKASI PALANG PINTU OTOMATIS MENGGUNAKAN MOTION SENSOR. *jurnal riset komputer*, volume 3, 96-101.
- Cabrero, D. G., Theophilus<sup>2</sup>, H. W., & -Nocera<sup>1</sup>, J. A. (2016). Reconceptualising Personas across Cultures: Archetypes, Stereotypes & Collective Personas in Pastoral Namibia .
- Endsley, M. R., Bolt<sup>C</sup>, B., & Jone, a. D. (2003). *Designing for Situation Awareness*. Broken Sound Parkway NW: CRC Press.
- Karel , V. ( 2002). A Survey of User-Centered Design Practice . 471-478.
- Pratiwi, D., Saputra, M. C., & Wardani, N. H. (2018). Penggunaan Metode User Centered Design (UCD) dalam Perancangan Ulang Web Portal Jurusan Psikologi FISIP Universitas Brawijaya. *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 2448-2458
- Sauro, J., & Lewis, J. R. (2011). When Designing *Usability* Questionnaires, Does It Hurt to. *Research Gate*, 1-9.
- Susilo, E. (2019, Maret 7). Cara Menggunakan System *Usability* Scale (SUS) Pada Evaluasi *Usability*. Retrieved from <https://www.edisusilo.com/cara-menggunakan-system-Usability-scale/>
- ASQ. (2019, Mei). What Is An Affinity Diagram? Retrieved from ASQ: <https://asq.org/quality-resources/affinity>
- Peak, E. (2018, November). UI/UX Design Process Creating meaningful experiences. Retrieved from Eastern Peak: <https://easternpeak.com/how-itworks/ui-ux-design-process/>
- YOUNG, I. (2008). *Mental Models Aligning Design Strategy with Human Behavior*. New York: Rosenfeld Media.
- Wu, L., Li, J., Lei, T., & Li, B. (2016). EID vs UCD: A Comparative Study on *User Interface* Design in Complex Electronics Manufacturing Systems

Jokela, T., Livari, N., Karukka, M., & Matero, J. (2003). The Standard of UserCentered Design and the Standard Definition of *Usability*: Analyzing ISO 13407 against ISO 9241-11

Matthews, T., Judge, T., & Whittaker, S. (2012). How Do Designers and User Experience Professionals Actually Preceive and Use Personas? Proceedings 73 of the SIGCHI Conference on Human Factors in Computing Systems, 1219-1228

Endsley, M. R., BoltC, B., & Jone, a. D. (2003). Designing for Situation Awareness. Broken Sound Parkway NW: CRC Press. Faranello, S. (2012). Balsamiq Wireframes Quickstart Guide. Birmingham B3 2PB, UK. : Packt Publishing .

Putra, R. S. (2015). Pengembangan Personalisasi Website E-Commerce Berbasis Metode User centered design. Politeknik Caltex Riau : Pekanbaru.

Widhiarso, W., Jessianti., Sutini. (2007). Metode UCD (User Centered Design) Untuk Rancangan Kios Informasi Studi Kasus : Rumah Sakit Bersalin XYZ. Algoritma(3)

Henry, S. L. (1 April 2004). Notes on User-Centered Design Process (UCD). Diakses 3 Januari 2017 dari <http://www.w3.org/WAI/EO/2003/ucd>

*Usability.gov* (t.t). *Usability* Testing. Diambil 31 Mei 2016 dari [www.usability.gov/how-to-and-tools/methods/usabilitytesting.html](http://www.usability.gov/how-to-and-tools/methods/usabilitytesting.html)

UX Mastery. (t.t). UX Techniques. Diambil pada 31 Mei 2016 dari <http://uxmastery.com/resources/techniques>

Nielsen, J. (2000, Maret 19). Why You Only Need to Test with 5 Users. Retrieved from World Leaders in Research-Based User Experience: <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5users>

Wilson, C. (2014). Interview Techniques for UX Practitioners A User-Centered Design Method. Elsevier.

Hornsby, P. (2010, Februari 8). UXmatters Show search. Retrieved from Hierarchical *Task* Analysis: <https://www.uxmatters.com/mt/archives/2010/02/hierarchical-Taskanalysis.php>

Cabrero, D. G., Kapuire, G. K., Winschiers-Theophilus, H., Stanley, C., & Abdelnour-Nocera, J. (2016). A UX and *Usability* expression of Pastoral OvaHimba: Personas in the Making and Doing. Proceedings of the 2nd International Conference in HCI and UX Indonesia 2016, 89-92.