

DAFTAR TABEL

Tabel 2.1 State of the art.....	17
Tabel 2.2 State of the art.....	17
Tabel 2.3 Karakteristik User.....	21
Tabel 2.4 Identifikasi kebutuhan user	21
Tabel 4.1 Analisis Konsep User Experience	23
Tabel 4.2 Usecase Profil Desa Wisata.....	27
Tabel 4.3 Usecase Paket Wisata.....	28
Tabel 4.4 Usecase Pemesanan Paket Wisata	28
Tabel 4.5 Usecase Informasi Data Diri	28
Tabel 4.6 Usecase Pembayaran dan Konfirmasi	29
Tabel 4.7 Wareframe Website	35
Tabel 4.8 Wareframe Aplikasi Mobile	37
Tabel 5.1 Mockup Aplikasi	40
Tabel 5.2 Mockup Website.....	43
Tabel 5.3 Usability Testing	43
Tabel 5.4 System Usability Scale	44
Tabel 5.5 Score Kuisisioner	45
Tabel 5.6 Hasil Kuisisioner Website.....	45
Tabel 5.7 Usability Testing Application Mobile	48
Tabel 5.8 System Usability Scale Application Mobile.....	49
Tabel 5.9 Score Kuisisioner	49
Tabel 5.10 Hasil Kuisisioner Mobile Application	50