

## DAFTAR ISI

I.1 Latar Belakang.....	1
I.2 Perumusan Masalah .....	3
I.3 Tujuan Penelitian .....	4
I.4 Batasan Penelitian.....	4
I.5 Manfaat Penelitian .....	4
I.6 Sistematika Penulisan .....	5
II.1 Aplikasi mobile .....	1
II.2 Sampah.....	1
II.3 Bank sampah .....	2
II.4 <i>Unified Modelling Language</i> .....	5
II.5 User Interface / User Experience (UI/UX) .....	6
II.6 Activity Diagram .....	8
II.7 <i>Design Thinking</i> .....	8
II.8 <i>Human Centered Design</i> (HCD) .....	11
II.9 <i>Cognitive Walktrough</i> .....	12
III.1 Alasan Pemilihan Kerangka Kerja/Teori/Pendekatan.....	1
III.2 Model Konseptual .....	1
III.2 Sistematika Penelitian.....	3
III.2.1 Tahap Pendahuluan.....	3
III.2.2 Tahap Design Thinking.....	4
III.2.3 Tahap Penutup .....	5
III.3 Pengumpulan Data .....	5
IV.1 Analisis .....	8
IV.2 Perancangan .....	20
V.1 Pengujian .....	35
V.1.1 Test .....	35
V.2 Implementasi.....	46
VI.1 KESIMPULAN .....	80
VI.2 SARAN.....	80
LAMPIRAN A BUKTI PENGAMBILAN DATA .....	83

LAMPIRAN B WAWANCARA BANK SAMPAH.....	84
LAMPIRAN C KUESIONER PENELITIAN.....	88
LAMPIRAN D <i>PROTOTYPE MENGGUNAKAN FIGMA</i> .....	90
LAMPIRAN E HASIL <i>TESTING MENGGUNAKAN MAZE</i> .....	90