

DAFTAR ISI

KATA PENGANTAR.....	i
ABSTRAK.....	ii
ABSTRACT.....	iii
DAFTAR ISI.....	iv
DAFTAR GAMBAR.....	vi
DAFTAR TABEL.....	viii
DAFTAR LAMPIRAN	ix
BAB 1 PENDAHULUAN	1
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	1
1.3 Tujuan	1
1.4 Batasan Masalah	2
1.5 Metode Penggerjaan	2
1.6 Jadwal Penggerjaan	3
BAB 2 TINJAUAN PUSTAKA	4
2.1 Merdeka Belajar Kampus Merdeka.....	4
2.2 User Interface (UI).....	5
2.3 User Experience (UX)	5
2.4 User Friendly	5
2.5 Design Thinking	6
2.5.1 Empathize	6
2.5.2 Define.....	6
2.5.3 Ideate	7
2.5.4 Prototype	7
2.5.5 Testing	7
2.6 Figma.....	7
2.6.1 Prototyping	8
2.6.2 Smart Animate	8
2.6.3 Plugins	9
2.6.4 Auto Layout	9

2.6.5 Collaboration.....	9
BAB 3 ANALISIS DAN PERANCANGAN.....	11
3.1 Analisis	11
3.1.1 Empathize	11
3.1.2 Define.....	17
3.2 Ideate	19
3.2.1 Solution Idea	20
3.2.2 Affinity Diagram	20
3.2.3 Prioritization Idea.....	21
3.2.4 Crazy 8's	22
BAB 4 IMPLEMENTASI DAN PENGUJIAN.....	24
4.1 Implementasi	24
4.1.1 Prototype	24
4.2 Testing	41
BAB 5 KESIMPULAN	42
5.1 Kesimpulan.....	42
5.2 Saran	42
DAFTAR PUSTAKA	43