

## DAFTAR GAMBAR

Gambar II. 1 Ecosystem Orchestrator Illustration .....	10
Gambar II. 2 Modular Producer Illustration.....	11
Gambar II. 3 Consumer Illustration .....	11
Gambar II. 4 User Centered Design.....	13
Gambar II. 5 User Centered Design Activity.....	15
Gambar II. 9 User Interface .....	21
Gambar II. 10 User Experience.....	24
Gambar II. 11 Usability.....	26
Gambar II. 12 Persona.....	28
Gambar II. 13 Metode Penilaian SUS.....	30
Gambar II. 14 Single Ease Questions (SEQ) .....	31
Gambar III. 1 Conceptual model design science .....	43
Gambar III. 2 Sistematika Penelitian .....	45
Gambar IV. 1 Grafik Layanan Digital yang Digunakan Pengguna .....	50
Gambar IV. 2 Grafik Kemudahan Penerapan Digital Ekosistem .....	51
Gambar IV. 3 Grafik Penerapan Fitur Pada Digital Ekosistem oleh Responden	51
Gambar IV. 4 Proses Bisnis Eksisting Platform Duolingo.....	62
Gambar IV. 5 Proses Bisnis Eksisting Platform Perbelanjaan Online.....	64
Gambar IV. 6 Proses Bisnis Eksisting Platform Bantuan Sosial Digital .....	65
Gambar IV. 7 Proses Bisnis Eksisting Platform Investasi dan Bisnis Digital ....	66
Gambar IV. 8 Proses Bsinis Usulan.....	70
Gambar IV. 9 Usecase Diagram Ihya Web.....	72
Gambar IV. 10 Activity Diagram Resgistrasi Pengguna .....	73
Gambar IV. 11 Activity Diagram Akun Pengguna Regular .....	73
Gambar IV. 12 Activity Diagram Belajar Online .....	74
Gambar IV. 13 Activity Diagram Belanja Online .....	74
Gambar IV. 14 Activity Diagram Sedekah Online .....	75
Gambar IV. 15 Activity Diagram Investasi Online .....	75
Gambar IV. 16 Activity Diagram Akun Penjual.....	76
Gambar IV. 17 Acitvity Diagram Pembuatan Module Akun Tutor.....	76
Gambar IV. 18 Bisnis Model .....	77

Gambar V. 1 Rumus Perhitungan SUS .....	145
Gambar V. 2 Rumus Perhitungan Penilaian SUS .....	152