DAFTAR PUSTAKA

Azoulay, P., Jones, B. F., Kim, J. D., & Miranda, J. (2018). Age and High-Growth Entrepreneurship. *NBER Working Paper*, 50.

Bassil, Y. (2012). A Simulation Model for the Waterfall Software Development Life Cycle. *International Journal of Engineering & Technology* , 4-11.

Bradley, S. (2014, Marc 29). *Design Principles: Visual Perception And The Principles Of Gestalt*. Retrieved from Smashingmagazine: https://www.smashingmagazine.com/2014/03/design-principles-visual-perception-and-the-principles-of-gestalt/

Buchenau, M., & Suri, J. F. (2000). Experience Prototyping. 423-433.

Degtyarev, M. A. (2021, January 1). *The Elements of User Experience: User Experience Design Basics*. Retrieved from madux: https://madux.ca/elements-of-user-experience/

Digite. (2019, September 30). *What Is Scrum Methodology? &*. Retrieved from Digite: https://www.digite.com/agile/scrum-methodology/#scrum-roles

Foundation, I. D. (2018). *User Centered Design*. Retrieved from Interaction Design Foundation: https://www.interaction-design.org/literature/topics/user-centered-design

Garrett, J. J. (2010). *The Elements of User Experience: User-Centered Design for the Web and Beyond.* Barkeley: New Riders.

Hager, F., Kowark, T., Kruger, J., Vetterli, C., Ubernickel, F., & Uflacker, M. (2015). DT@Scrum: Integrating Design Thinking. *Design Thinking Research*, 263-286.

Heriyanti, F., & Ishak, A. (2020). Design of logistics information system in the finished product warehouse with the waterfall method: review literature. *IOP Conference Series: Materials Science and Engineering* (pp. 1-5). Medan: IOP Publishing.

Joo, H. (2017). A Study on Understanding of UI and UX, and Understanding of Design . *International Journal of Applied Engineering Research*, 5.

Kartika, A. H., Mubdip, A., OKtariana, F., Crisdongo, A., & Analia, S. (2020). Implementasi Metode Pendekatan Design Thinking dalam. *Jurnal Pendidikan Multimedia*, 11.

Kinney, S. (2022, July 19). *How your Usability Score is calculated*. Retrieved from maze.co: https://help.maze.co/hc/en-us/articles/360052723353-How-your-Usability-Score-is-calculated

Lanter, D., & Essinger, R. (2017). User-centered design. *The International Encyclopedia of Geography*, 1-4.

Li, B., & Cao, Y. (2019). Research on Layout Design of Main Interface of Stadium Monitoring System Based on Gestalt Psychology. 44-55.

Lica, M. D. (2021). Initiate Great Software Applications by Using Design Thinking, Lean Startup, and Agile. *Journal of US-China Public Administration*, 5-6.

Limputra, V. (2016). Modifikasi Build-Measure-Learn Loop dari Konsep Lean Start-Up yang. *Jurnal Ilmiah Mahasiswa Universitas Surabaya*, 6-7.

Moran, K. (2019, December 1). *Usability Testing 101*. Retrieved from NN Group: https://www.nngroup.com/articles/usability-testing-101/

Nallan, H., & Jaiswal, M. (2019, June). *UCD Vs. Design Thinking*. Retrieved from Think Design: https://think.design/blog/ucd-vs-design-thinking/#:~:text=Design%20thinking%20focuses%20on%20innovation,a%20certain%20product%20or%20service.

Nielsen, J. (2020, November 15). *10 Usability Heuristics for User Interface Design*. Retrieved from nngroup: https://www.nngroup.com/articles/ten-usability-heuristics/

Petrova, T. (2021, August 9). *Scrum vs. Waterfall: How to Choose the Right Method for your Project*. Retrieved from Slingshot: https://www.slingshotapp.io/blog/scrum-vs-waterfall-how-to-choose-the-right-method-for-your-project#:~:text=If%20we%20must%20pinpoint%20the,clearly%20estimated%20costs%20and%20plan.

pm-partners. (2021, June 23). *The Agile Journey: A Scrum overview*. Retrieved from pm-partners: https://www.pm-partners.com.au/the-agile-journey-a-scrum-overview/

Razi, A. A., Mutiaz, I. R., & Setiawan, P. (2018). Penerapan Metode Design Thinking pada Model Perancangan UI/UX Aplikasi Penanganan laporan

Kehilangan dan Temuan Barang Tercecer. *Jurnal Desain Komunikasi Visual, Manajemen Desain dan Periklanan*, 19.

Ries, E. (2011). *The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses.* New York: Crown Publishing.

Scrum. (2018, December 14). *What is Scrum?* Retrieved from Scrum: https://www.scrum.org/resources/what-is-scrum

Siang, T. Y., & Dam, R. F. (2021, January). *5 Stages in the Design Thinking Process*. Retrieved from Interaction Design: https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process

Stone, D., Jarrett, C., Woodroffe, M., & Minocha, S. (2005). *User Interface Design and Evaluation.* San Francisco: Elsevier.

Sugiarto, U. S. (2013). *Pengantar Hukum Indonesia.* Jakarta Timur: Sinar Grafika.

Suranto, B. (2015). Software Prototypes: Enhancing The Quality of Requirements Engineering Process. *International Symposium on Technology Management and Emerging Technologies*, 147-153.

Tiwari , R. G., Srivastava, A. P., Bhardwaj , G., & Kumar, V. (2021). Exploiting UML Diagrams for Test Case Generation: A Review. *International Conference on Intelligent Engineering and Management* (pp. 457-460). IEEE.

UML-diagram. (2017). *UML 2.5 Diagrams Overview*. Retrieved from uml-diagrams.org: https://www.uml-diagrams.org/uml-25-diagrams.html

Walker, M., Takayama, L., & Landay, J. A. (2002). High-fidelity Or Low-fidelity, Paper Or Computer? Choosing Attributes When Testing Web Prototypes. *Human Factors and Ergonomics Society*, (pp. 661-665). Berkeley.