

DAFTAR PUSTAKA

- Abascal, J., Barbosa, S., Fetter, M., Gross, T., Palanque, P., & Winckler, M. (2015). Human-Computer Interaction - INTERACT 2015 15th IFIP TC 13 International Conference Bamberg, Germany, September 14-18, 2015 Proceedings, Part II. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 9297, 106–114.
- Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). *User-centered design Related papers*.
- Akay, Y. V., Santoso, A. J., & Rahayu, F. L. S. (2019). Metode User Centered Design [UCD] Dalam Perancangan Sistem Informasi Geografis Pemetaan Tindak Kriminalitas [Studi Kasus: Kota Manado]. *Prosiding Seminar Nasional ReTII, Amborowati*, 1–6.
- Anindita, M., & Riyanti, M. T. (2016). Tren Flat Design Dalam Desain Komunikasi Visual. *Jurnal Dimensi DKV Seni Rupa Dan Desain*, 1(1), 1–14.
- Bevan, N. (2009). *What is the difference between the purpose of usability and user experience evaluation methods ?*
- Cooper, A., Reimann, R., & Cronin, D. (2007). *About Face 3: The Essentials of Interaction Design (Llibre electrònic de Google)*.
- Devi, K. R., Sen, A. M., & Hemachandran, K. (2012). A working Framework for the User-Centered Design Approach and a Survey of the available Methods. *Ijsrp*, 2(4), 8.
- Fadillah, F., W, K. R. S., & S, D. D. J. (2014). *Pembangunan Aplikasi E-Commerce Berbasis Web*.
- Hardiansyah, L., Iskandar, K., & Harliana, H. (2019). Perancangan User Experience Website Profil Dengan Metode The Five Planes (Studi kasus: BP3K Kecamatan Mundu). *Jurnal Ilmiah Intech: Information Technology Journal of UMUS*, 1(01), 11–21.
- Hassenzahl, M. (2011). User Experience and Experience Design. *Interaction-Design.Org*, 1–14.
- Hevner Alan, R. (2007). A Three Cycle View of Design Science Research. *Scandinavian Journal of Information Systems*, 19(2), 87–92.
- Holtzblatt, K., Wendell, J. B., & Wood, S. (2005). Rapid Contextual Design. *Ubiquity*, 2005(March), 3–3.
- Iqbal, M., Marthasari, G. I., & Nuryasin, I. (2020). Penerapan Metode UCD (User Centered Design) pada Perancangan aplikasi Darurat Berbasis Android. *Jurnal Repositor*, 2(2), 201.

- Maulana, Y., Rokhmawati, R. I., & Az-Zahra, H. M. (2019). Evaluasi Dan Perbaikan Rancangan Antarmuka Pengguna Situs Web Jawa Timur Park Group Menggunakan Metode Goal-Directed Design (GDD). *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer (J-PTIIK) Universitas Brawijaya*, 3(7), 7159–7165.
- Mawarti.D.L. (2018). Implementasi Activity-Centered Design Pada Web Aplikasi Pembelajaran Bahasa Jepang Bagi Pemula. *Angewandte Chemie International Edition*, 6(11), 951–952., 2013–2015.
- Mochammad Aldi Kushendriawan, Harry Budi Santoso, Panca O. Hadi Putra, & Martin Schrepp. (2021). Evaluating User Experience of a Mobile Health Application ‘Halodoc’ using User Experience Questionnaire and Usability Testing. *Jurnal Sistem Informasi*, 17(1), 58–71.
- SHORTLE MORGAN. (2011). An Activity-Centered Design Perspective For The Creation Of Museum Exhibits. *Angewandte Chemie International Edition*, 6(11), 951–952., 2013–2015.
- Stanton, N. A. (2006). Hierarchical task analysis: Developments, applications, and extensions. *Applied Ergonomics*, 37(1 SPEC. ISS.), 55–79.
- Suwu, S. E., & Harapan, U. P. (2021). *Trend Of Planting Ornamental Plants : Phenomenology Study Of People In Sarua Permai South Tangerang*.
- Setyawan, Dedy (2022). Tinjauan Peningkatan Penjualan Tanaman Hias di Masa Pandemi dengan *Life Cycle Assesment (LCA)*. UMJember Proceeding Series, 187-188.
- Willians, Ashley (2009). User-Centered Design, Activity-Centered Design, and Goal-Directed Design: A Review of Three Methods for Designing Web Applications. Bridgeline Software, 6-7.