

DAFTAR ISI

ABSTRAK	i
ABSTRACT	ii
LEMBAR PENGESAHAN	iii
LEMBAR PERNYATAAN ORISINALITAS	iv
DAFTAR ISI	vii
DAFTAR GAMBAR	x
DAFTAR TABEL	xiii
DAFTAR ISTILAH	xvi
BAB I PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Perumusan Masalah	7
I.3 Tujuan Penelitian	8
I.4 Batasan Masalah.....	8
I.5 Manfaat Penelitian	8
I.6 Sistematika Penulisan.....	9
BAB II TINJAUAN PUSTAKA.....	11
II.1 Organisasi Kesehatan CISDI.....	11
II.2 E-Learning	12
II.3 Kader Kesehatan.....	13
II.4 Media Interaktif.....	14
II.5 User Interface Design	15
II.6 User Experience.....	16
II.7 Persona	16
II.8 Aplikasi berbasis Web	17
II.9 Perangkat Pengembangan.....	18
II.9.1 Figma.....	18
II.9.2 Whimsical.....	18
II.9.3 React Native	19
II.10 Perangkat Pengujian	19
II.10.1 Usability Testing	19
II.10.2 System Usability Scale (SUS).....	21
II.11 Metode Pengembangan Aplikasi.....	22
II.11.1 User-Centered Design (UCD)	22
II.11.2 Activity-Centered Design (ACD).....	24
II.11.3 Goal-Directed Design (GDD).....	25

II.12 Penelitian Sebelumnya	28
BAB III METODOLOGI PENELITIAN.....	32
III.1 Model Konseptual	32
III.2 Sistematika Penyelesaian Masalah.....	33
III.3 Alasan Pemilihan Metode	34
III.4 Proses Pengembangan Produk	36
III.4.1 Understand and Specify the Context of Use	36
III.4.2 Specify the User Requirements.....	37
III.4.3 Produce Design Solutions to Meet these Requirements	37
III.4.4 Evaluate The Design Againts Requirements.....	38
BAB IV ANALISIS DAN PERANCANGAN	39
IV.1 Understand and Specify the Context of Use	39
IV.1.1 Wawancara.....	39
IV.1.2 Hasil Wawancara	41
IV.1.3 Memahami Target Pengguna	44
IV.1.4 User Journey	45
IV.2 Specify the User Requirement	46
IV.2.1 Menentukan Kebutuhan Pengguna	46
IV.2.2 Perancangan Model Mental	48
IV.2.3 Analisis Task User	49
IV.2.4 Model Skenario	50
IV.2.5 Use Case Diagram.....	56
BAB V IMPLEMENTASI DAN PENGUJIAN	94
V.1 Produce Design Solutions to Meet These Requirements	94
V.1.1 Perancangan Wireframe	94
V.1.2 Membuat Design Guidelines.....	112
V.1.3 Perancangan User Interface Website.....	116
V.1.4 Implementasi Design Website.....	128
V.2 Evaluate the Design Againts Requirements	129
V.2.1 Usability Testing	129
V.2.2 System Usability Scale (SUS).....	133
V.3 Redesign User Interface	136
V.3.1 Produce Design Solutions to Meet These Requirements	136
V.3.2 Evaluate the Design Againts Requirements.....	139
BAB VI KESIMPULAN DAN SARAN	143
VI.1 Kesimpulan	143
VI.2 Saran	144
DAFTAR PUASTAKA	145
LAMPIRAN A - Wawancara.....	151
LAMPIRAN B – UJI COBA	153