

## DAFTAR PUSTAKA

- [1] S. Laksitasari, M. Iqbal, and I. Mufidah, “USER EXPERIENCE EVALUATION OF THE NEW PRODUCT DEVELOPMENT (NPD) PROCESS DESIGN CANVAS PLATFORM USING UX HONEYCOMB.” p. 7, 2022.
- [2] C. C. Chang and T. Johnson, “Integrating heuristics and think-aloud approach to evaluate the usability of game-based learning material,” *Journal of Computers in Education*, vol. 8, no. 1. pp. 137–157, 2021. doi: 10.1007/s40692-020-00174-5.
- [3] P. W. S. Dewi, G. R. Dantes, and G. Indrawan, “User experience evaluation of e-report application using cognitive walkthrough (cw), heuristic evaluation (he) and user experience questionnaire (ueq),” *Journal of Physics: Conference Series*, vol. 1516, no. 1. 2020. doi: 10.1088/1742-6596/1516/1/012024.
- [4] “Sekemala Integrated Farming (Seinfarm) – Buruan SAE.” <https://buruansae.bandung.go.id/index.php/2021/12/28/sekemala-integrated-farming-seinfarm/> (accessed Jun. 23, 2022).
- [5] T. Power, “An Introduction to the Internet of Things.” LEVEREGE, p. 94, 2018.
- [6] “User Experience dan Analisis PACT – School of Information Systems.” <https://sis.binus.ac.id/2022/04/26/user-experience-dan-analisis-pact/> (accessed Jun. 24, 2022).
- [7] S. Elisurya, H. M. Az-Zahra, and N. H. Wardani, “Evaluasi Pengalaman Pengguna Menggunakan Usability Testing dan User Experience Questionnaire (UEQ) (Studi pada E-Commerce Fashion),” *Jurnal Sistem Informasi, Teknologi Informasi, dan Edukasi Sistem Informasi*, vol. 3, no. 5. pp. 4327–4332, 2019.
- [8] F. Adani and S. Salsabil, “Internet of Things: Sejarah Teknologi Dan Penerapannya,” *Isu Teknologi Stt Mandala*, vol. 14, no. 2. pp. 92–99, 2019.
- [9] S. Kori, S. Ayatti, V. Lalbeg, and A. Angadi, “Smart Live Monitoring of Aquarium—An IoT Application BT - Information and Communication Technology for Intelligent Systems.” pp. 1–9, 2019.
- [10] S. Fish Feeder, F. Ndidi Ugwoke, and S. K. Akilesh, “Smart Fish Feeder,” *International Journal of Scientific Research in Computer Science, Engineering and Information Technology* © 2017 *IJSRCSEIT*, vol. 2, no. 2. pp. 2456–3307, 2017. [Online]. Available: [www.ijsrcseit.com](http://www.ijsrcseit.com)
- [11] N. Adin and H. H. Nuha, “Automatic Drain System in Seawater Aquarium with Fuzzy Logic Method,” *Jurnal Media Informatika Budidarma*, vol. 4, no. 3. p. 753, 2020. doi: 10.30865/mib.v4i3.2209.
- [12] M. R. Sanjaya, A. Saputra, and D. Kurniawan, “Penerapan Metode System Usability Scale (Sus) Perangkat Lunak Daftar Hadir Di Pondok Pesantren Miftahul Jannah Berbasis Website,” *J. Komput. Terap.*, vol. 7, no. 1, pp. 120–132, 2021.

- [13] M. Schrepp, “User Experience Questionnaire Handbook Version 8,” URL: [https://www.researchgate.net/publication/303880829\\_User\\_Experience\\_Questionnaire\\_Handbook\\_Version\\_2](https://www.researchgate.net/publication/303880829_User_Experience_Questionnaire_Handbook_Version_2). (Accessed: 02.02. 2017). pp. 1–15, 2019. [Online]. Available: [www.ueq-online.org](http://www.ueq-online.org)