Daftar Pustaka

[1]   Salam, G. Hamdu, and L. Nur,.2022. Penerapan Education for Sustainable Development (ESD) dalam Media Pembelajaran Elektronik di Kelas V Sekolah Dasar : Perspektif Guru," PEDADIDAKTIKA J. Ilm. Pendidik. Guru Sekolah. Dasar, vol. 9, no. 1, pp. 242–253, 2022.

[2]   N. P. Maulidia, M. T. Ananta, and R. K. Dewi, "Perancangan User Experience Aplikasi Forum Diskusi dan Jual Beli Tanaman Hias berbasis Mobile," J-PTIIK, vol. 6, no. 9, pp. 4264–4274, 2022, Accessed: Jun. 01, 2023. [Online]. Available: https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/11552

[3]   Budiman, R. A. (2022). ANALISIS DAN PERANCANGAN UI/UX PADA FORUM DISKAS SEBAGAI MEDIA DISKUSI DAN KOMUNITAS MAHASISWA DENGAN METODE DESIGN THINKING. Universitas AMIKOM Yogyakarta.

[4]   Nur, A. S. (2020, August). Pemanfaatan schoology sebagai sarana pembelajaran daring pada pembelajaran matematika. In Prosiding Seminar Nasional Pascasarjana (Vol. 1, No. 01, pp. 100-107).

[5]   Ismantohadi, E., Edi Nugroho, L., & Suning Kusumawardani, S. (2015). Prototipe Sistem E-Learning dengan Pendekatan Gaya Belajar VARK (Kasus: Politeknik Indramayu). Jurnal Nasional Teknik Elektro dan Teknologi Informasi (JNTETI), 4(3), 147–156. https://doi.org/10.22146/jnteti.v4i3.156

[6]   D. Setiawan, R. N. Putri, and I. P. Sari, "Implementasi Model Design Thinking pada Prototype Aplikasi E-Growth," Jurnal teknologi informasi dan ilmu komputer, vol. 9, no. 6, p. 1247, 2022, doi: 10.25126/jtiik.2022965765.

[7]   R. Isadora, B. T. Hanggara, and Y. T. Mursityo, "Perancangan User Experience Pada Aplikasi Mobile HomeCare Rumah Sakit Semen Gresik Menggunakan Metode Design Thinking," Jurnal teknologi informasi dan ilmu komputer, vol. 8, no. 5, p. 1057, 2021, doi: 10.25126/jtiik.2021844550

[8]   Ar Razi, A., Mutiaz, I. R., & Setiawan, P. 2018. Penerapan Metode Design Thinking Pada Model Perancangan Ui/Ux Aplikasi Penanganan Laporan Kehilangan Dan Temuan Barang Tercecer. 03(02), 75–93.

[9]   Shirvandi, E. Chandra. Perancangan Ulang UI/Ux Situs E- Learning Amikom Center Dengan Metode Design Thinking (Studi Kasus: Amikom Center. p. 80.

[10]   Tampilan Perancangan User Experience Aplikasi Forum Diskusi dan Jual Beli Tanaman Hias berbasis Mobile. (n.d.). Ub.Ac.Id. Retrieved March 20, 2023, from https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/11552/5125

[11]   M. Azmi, A. P. Kharisma, and M. A. Akbar. 2019. Evaluasi User Experience Aplikasi Mobile Pemesanan Makanan Online dengan Metode Design Thinking (Studi Kasus GrabFood). p. 10.

[12]   Batmetan, J. R. 2018. Model Design Thinking Pada Perancangan AplikasiMobile Learning. Open Science Framework, preprint, Nov. 2018. doi: 10.31219/osf.io/xpzyr.

[13]   Agustiyar, F. 2021. PENERAPAN DESIGN THINKING PADA PERANCANGAN UI/UX APLIKASI GEOTRIP DALAM MENDUKUNG DEVELOPMENT OF GEOTOURISM AND SUSTAINABLE TOURISM TOWARD ERA SOCIETY 5.0," p. 10.

[14]   John Brooke. 1986. SUS : A Quick and Dirty usability Scale. Project SystemUsability Scale. P5.

[15]   S. Sauro. 2011. SCMC for SLA: A research synthesis. CALICO J., vol. 28, no. 2, pp. 369–391, 2011

[16]   Pardomuan, G. N. P. N. (2020). Sistem Personalisasi E-Learning Berorientasi Felder Silverman Learning Style Model Pada Mata Pelajaran Teknik Pengambilan Gambar. Jurnal Edutech Undiksha, 8(1), 167. https://doi.org/10.23887/jeu.v8i1.26252

[17]   L. M. Hasani, H. B. Santoso, and R. Y. K. Isal, "Designing alternative interface design of e-learning modules based on Felder-Silverman learning styles and user centered design approach," in 2019 International Conference on Advanced Computer Science and information Systems (ICACSIS), IEEE, 2019, pp. 459–464.

[18]   D. I. Sensuse, L. M. Hasani, and B. Bagustari, "Personalization strategies based on Felder-Silverman learning styles and its impact on learning: A literature review," in 2020 3rd International Conference on Computer and Informatics Engineering (IC2IE), IEEE, 2020, pp. 293–298.

[19]   R. Y. K. Isal, H. B. Santoso, and E. R. Novandi, "Development and evaluation of a mobile-learning application based on the Felder-Silverman learning styles model," Int. J. Emerg. Technol. Learn., vol. 16, no. 15, p. 107, 2021, doi: 10.3991/ijet.v16i15.24165.

[20]   Santoso, H. B., Hadi Putra, P. O., & Farras Hendra S, F. F. (2021). Development & Evaluation of E-Learning Module Based on Visual and Global Preferences Using a User-Centered Design Approach. International Journal of Emerging Technologies in Learning (iJET), 16(15), pp. 139–151. https://doi.org/10.3991/ijet.v16i15.24163

[21]   Nurcahyo, W., & Agustina, Y. (2023). Framework for personalized learning with smart E-learning system using macro and micro adaptive approach. COMPUTATIONAL INTELLIGENCE AND NETWORK SECURITY, 2619.