

DAFTAR PUSTAKA

- [1] M. Agus Muhyidin, M. A. Sulhan, and A. Sevtiana, "PERANCANGAN UI/UX APLIKASI MY CIC LAYANAN INFORMASI AKADEMIK MAHASISWA MENGGUNAKAN APLIKASI FIGMA," 2020. [Online]. Available: <https://my.cic.ac.id/>.
- [2] A. M. Ramadini, A. Junaidi, and F. M. Wibowo, "Perancangan Aplikasi Kamus Online Informatika-Indonesia Beserta Fungsinya Berbasis Web Menggunakan Metode Sequential Search," *Journal of Dinda : Data Science, Information Technology, and Data Analytics*, vol. 1, no. 1, pp. 1–16, Feb. 2021, doi: 10.20895/dinda.v1i1.184.
- [3] M. R. Arfianto, "Analisis Desain User Interface pada Aplikasi Pencari Parkir Mobil," 2022.
- [4] S. Auliaddina, A. A. Puteri, and I. F. Anshori, "PERBANDINGAN ANALISA USABILITY DESAIN USER INTERFACE PADA WEBSITE SHOPEE DAN BUKALAPAK MENGGUNAKAN METODE HEURISTIC EVALUATION," *Technologia: Jurnal Ilmiah*, vol. 12, no. 3, p. 188, Jul. 2021, doi: 10.31602/tji.v12i3.5183.
- [5] Admin BTP, "Soft Launching Tel-U Store," *Bandung Techno Park*, Aug. 23, 2022.
- [6] A. Williams, "User-centered design, activity-centered design, and goal-directed design," in *Proceedings of the 27th ACM international conference on Design of communication*, New York, NY, USA: ACM, Oct. 2009, pp. 1–8. doi: 10.1145/1621995.1621997.
- [7] Abras Chadia, Maloney-Krichmar Diane, and Preece Jenny, "User-Centered Design," 2004.
- [8] N. Samrgandi, "User Interface Design & Evaluation of Mobile Applications," *IJCSNS International Journal of Computer Science and Network Security*, vol. 21, no. 1, 2021, doi: 10.22937/IJCSNS.2021.21.1.9.
- [9] A. Williams, "User-centered design, activity-centered design, and goal-directed design," in *Proceedings of the 27th ACM international conference on Design of communication*, New York, NY, USA: ACM, Oct. 2009, pp. 1–8. doi: 10.1145/1621995.1621997.
- [10] Lowdermilk Travis, *User-Centered Design: A Developer's Guide to Building User-Friendly Applications*, 1st ed. O'Reilly Media, Inc., 2013.
- [11] C. Wilson, "Heuristic Evaluation," in *User Interface Inspection Methods*, Elsevier, 2014, pp. 1–32. doi: 10.1016/B978-0-12-410391-7.00001-4.
- [12] J. Nielsen, "10 Usability Heuristics for User Interface Design," *Nielsen Norman Group*, Nov. 15, 2020.
- [13] Jakob Nielsen, "Severity Ratings for Usability Problems," *Nielsen Norman Group*.

- [14] M. Krouwel, K. Jolly, and S. Greenfield, “Comparing Skype (video calling) and in-person qualitative interview modes in a study of people with irritable bowel syndrome – an exploratory comparative analysis,” *BMC Med Res Methodol*, vol. 19, no. 1, p. 219, Dec. 2019, doi: 10.1186/s12874-019-0867-9.
- [15] C. de Villiers, M. B. Farooq, and M. Molinari, “Qualitative research interviews using online video technology – challenges and opportunities,” *Meditari Accountancy Research*, vol. 30, no. 6, pp. 1764–1782, Nov. 2022, doi: 10.1108/MEDAR-03-2021-1252.
- [16] V. Braun and V. Clarke, “Using thematic analysis in psychology,” *Qual Res Psychol*, vol. 3, no. 2, pp. 77–101, Jan. 2006, doi: 10.1191/1478088706qp063oa.
- [17] Hudson William, “Video Presentation About Heuristic Evaluation,” Interaction Design Foundation.
- [18] A. Heryana, “Informan dan Pemilihan Informan dalam Penelitian Kualitatif,” 2018. [Online]. Available: <https://www.researchgate.net/publication/329351816>
- [19] S. Gentles, C. Charles, J. Ploeg, and K. A. McKibbon, “Sampling in Qualitative Research: Insights from an Overview of the Methods Literature,” *The Qualitative Report*, Nov. 2015, doi: 10.46743/2160-3715/2015.2373.
- [20] F. W. Kardbri, D. Dwi, J. Suwawi, and A. Herdiani, “Perancangan User Interface Fitur SAN Class untuk Guru pada Aplikasi SANEDU Menggunakan Metode Goal-Directed Design,” *e-Proceeding of Engineering*, vol. 8, 2021.
- [21] M. Noufal Ajriya Siddik, F. Mufied Al-Anshary, and A. Syahrina, “PERANCANGAN USER INTERFACE MITRA SEBAGAI PENERIMA PESANAN PADA APLIKASI EATAJA MITRA DENGAN METODE GOAL-DIRECTED DESIGN DESIGNING OF USER INTERFACE PARTNERS AS ORDERS RECIPIENT IN EATAJA MITRA APPLICATION WITH GOAL-DIRECTED DESIGN METHOD,” *e-Proceeding of Engineering*, Oct. 2021.
- [22] Kaplan Kate, “User Journeys vs. User Flows,” *Nielsen Norman Group*, Apr. 16, 2023.