

DAFTAR PUSTAKA

- Alahmari, F., & Anandhavalli, M. (2018). Using Design Thinking in Information System Development: A Survey. *2018 21st Saudi Computer Society National Computer Conference (NCC)*, 1–6. <https://doi.org/10.1109/NCG.2018.8593149>
- AltexSoft. (2018). *How to create information architecture for web design*. <https://www.altexsoft.com/blog/uxdesign/information-architecture/>
(Diakses 25 Agustus 2023)
- Ashizawa, L. (2022). You need both quantitative and qualitative data. Standard Beagle Studio. Diakses pada 2 Agustus, 2023, dari <https://standardbeagle.com/you-need-both-quantitative-and-qualitative-data/>
- Barnum, C. M. (2020). *Usability testing essentials: ready, set... test!* Morgan Kaufmann.
- Brown, T. (2008). Design thinking. *Harvard Business Review*, 86(6), 84.
- Dam, R. F., & Teo, S. (2022). *The 5 Stages in the Design Thinking Process / IxDF*. Interaction Design Foundation. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
(Diakses 21 April 2023)
- Danny, R. G., Huda, M. N., Kusumawati, Y. A., & Radhitanti, A. (2023). Mobile App Design to Help College Students Cope Mental Health Crisis During the Covid-19 Pandemic. *E3S Web of Conferences*, 388. <https://doi.org/10.1051/e3sconf/202338804031>
- Esparza, P., Cueva, R., & Paz, F. (2021). Design, User Experience, and Usability Design for Contemporary Technological Environments. In *Design, User Experience, and Usability: Design for Contemporary Technological Environments* (pp. 439–456). <http://www.springer.com/series/7409>

- Fowler, M. (2003). *UML distilled: a brief guide to the standard object modeling language*. Addison-Wesley Professional.
- Gibbons, S. (2018a). Empathy mapping: The first step in design thinking. *Nielsen Norman Group*.
- Gibbons, S. (2018b). Using prioritization matrices to inform UX decisions. *Nielsen Norman Group*. Archived at the Internet Archive.
- Gupta, R. (2020). 6 steps to improve usability of design. LinkedIn. <https://www.linkedin.com/pulse/6-steps-improve-usability-design-reetika-gupta> (Diakses 2 Agustus 2023)
- Hannah, J. (2022). *What Is A Wireframe? Your Best Guide*. <https://careerfoundry.com/en/blog/ux-design/what-is-a-wireframe-guide/> (Diakses 21 April 2023)
- Harley, A. (2019). Ideation for everyday design challenges. *NNGroup*. <https://www.nngroup.com/articles/ux-ideation/>, [April 21, 2020].
- Hidayatuloh, S., & Setyaningsih, D. F. (2021). Analisis Dan Perancangan Sistem Informasi Penerimaan Praktek Kerja Lapangan (Studi Kasus: Suku Dinas Komunikasi, Informatika Dan Statistik Pemerintah Kota Administrasi Jakarta Barat). *Tekinfor Jurnal Bidang Teknik Industri Dan Teknik Informatika*, 22(1), 88–99.
- IBM Cloud Education. (2022). The basics of business process modeling and notation (BPMN). IBM Blog. from <https://www.ibm.com/blog/bpmn/> (Diakses 31 Juli 2023)
- IDEO. (2015). Field guide to human-centered design. IDEO.org.
- IxDF. (2018). What is user centered design? The Interaction Design Foundation. <https://www.interaction-design.org/literature/topics/user-centered-design> (Diakses 2 Agustus 2023)
- IxDF. (2022). What is design thinking and why is it so popular? The Interaction Design Foundation. <https://www.interaction->

design.org/literature/article/what-is-design-thinking-and-why-is-it-so-popular (Diakses 2 Agustus 2023)

Javatpoint. (n.d.). SDLC - Software development life cycle - javatpoint. [www.javatpoint.com. https://www.javatpoint.com/engineering-software-development-life-cycle](https://www.javatpoint.com/engineering-software-development-life-cycle) (Diakses 26 Agustus 2023)

Kat. (2023). What is usability in UX design. UX Academy. <https://myuxacademy.com/what-is-usability-in-ux-design/> (Diakses 1 Agustus 2023)

Laubheimer, P. (2018). *Beyond the NPS: Measuring Perceived Usability with the SUS, NASA-TLX, and the Single Ease Question After Tasks and Usability Tests*. Nielsen Norman Group.

Lewis, J. R. (2018). The system usability scale: past, present, and future. *International Journal of Human-Computer Interaction*, 34(7), 577–590.

Liu, R., Qi, Q., & Wu, D. (2023). Research on the Design of Online Participatory Design Workshop Platform Under Metaphor Design. In M. Kurosu & A. Hashizume (Eds.), *Human-Computer Interaction* (pp. 135–147). Springer Nature Switzerland.

Maze. (2020). Guide to quantitative & qualitative UX research methods. <https://maze.co/guides/ux-research/qualitative-ux-research-methods/> (Diakses 1 Agustus 2023)

Melles, M., Albayrak, A., & Goossens, R. (2021). Innovating health care: Key characteristics of human-centered design. *International Journal for Quality in Health Care*, 33, 37–44. <https://doi.org/10.1093/intqhc/mzaa127>

Moran, K. (2019). Usability testing 101. *Nielsen Norman Group*, 1, 12.

- Nielsen, J. (2017). How many test users in a usability study? Nielsen Norman Group. 2012. URL: <https://www.nngroup.com/articles/how-many-test-users>.
- Pearson, J. M., & Pearson, A. M. (2008). An exploratory study into determining the relative importance of key criteria in web usability: a multi-criteria approach. *Journal of Computer Information Systems*, 48(4), 115–127.
- Pedamkar, P. (2023). Incremental model. EDUCBA. <https://www.educba.com/incremental-model/> (Diakses 26 Agustus 2023)
- Pikover, J. (2018). The comprehensive guide to information architecture. Toptal Design Blog. <https://www.toptal.com/designers/ia/guide-to-information-architecture> (Diakses pada 26 Agustus 2023)
- Pressman, R. S., & Maxim, B. R. (2020). *Software engineering: a practitioner's approach*.
- Rosala, M. (2021). Using “How Might We” questions to ideate on the right problems. *Nielsen Norman Group*.
- Santoso, B. A. (2018). *Mengenal Laravel Dusk Untuk Testing*. <https://codepolitan.com/blog/mengenal-laravel-dusk-untuk-testing-5a61b06019651>
- Sauro, J., & Lewis, J. R. (2016). Standardized usability questionnaires. In *Quantifying the User Experience* (pp. 185–248). Elsevier. <https://doi.org/10.1016/b978-0-12-802308-2.00008-4>
- Sauro, Jeff. (2016). *Quantifying the user experience : practical statistics for user research*. Morgan Kaufmann.
- Sauro, J. (2018). 5 ways to interpret a SUS score. <https://measuringu.com/interpret-sus-score/> (Diakses 2 Januari 2023)

- Sharma, V., & Tiwari, A. K. (2021). A study on user interface and user experience designs and its tools. *World Journal of Research and Review (WJRR)*, 12(6), 41–45.
- Singh, R. (2022). Low-fidelity vs. high-fidelity design prototypes (and when to use which). Insights - Web and Mobile Development Services and Solutions. <https://www.netsolutions.com/insights/low-fidelity-vs-high-fidelity-prototypes/> (Diakses pada 26 Agustus 2023)
- Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta.CV
- Synopsys. (2022) What is the software development life cycle (SDLC) and how does it work? Synopsys | EDA Tools, Semiconductor IP and Application Security Solutions. <https://www.synopsys.com/glossary/what-is-sdlc.html> (Diakses pada 26 Agustus 2023)
- Travis, D. (2019). *Usability task scenarios: The beating heart of a usability test*. <https://userfocus.co.uk/articles/writing-usability-task-scenarios.html> (Diakses pada 20 Maret 2022)
- Usability.gov. (2017). User-centered design basics. Retrieved August 26, 2023, from <https://www.usability.gov/what-and-why/user-centered-design.html> (Diakses pada 26 Agustus 2023)
- Vom Brocke, J., Hevner, A., & Maedche, A. (2020). *Progress in IS*. <http://www.springer.com/series/10440>
- Yadav, N., Rajpoot, D. S., & Dhakad, S. K. (2019). LARAVEL: a PHP framework for e-commerce website. *2019 Fifth International Conference on Image Information Processing (ICIIP)*, 503–508.