DAFTAR PUSTAKA

[1] A. A. Powa, J. E. Kaawoan, and F. N. Pangemanan, "Pemanfaatan teknologi dan informasi di Dinas Komunikasi dan Informatika Statistik dan Persandian di Kabupaten Minahasa Tenggara," *J. Gov.*, vol. 1, no. 2, pp. 1–12, 2021.

[2] N. A. E. H. Ummanah, "Dampak Komunikasi Psiko-Sosial Era Informasi Sosial Media Pada Generasi Millenial," *J. Ilm. Ilmu Komun.*, vol. 18, pp. 121–133, 2021.

[3] Y. Wahyudin and D. N. Rahayu, "Analisis Metode Pengembangan Sistem Informasi Berbasis *Website*: A Literatur Review," *J. Interkom J. Publ. Ilm. Bid. Teknol. Inf. dan Komun.*, vol. 15, no. 3, pp. 26–40, 2020, doi: 10.35969/interkom.v15i3.74.

[4] L. Cunha, "Maze Report," 2023. https://help.maze.co/hc/en-us/articles/360052722693-Maze-reports (accessed Jul. 15, 2022).

[5] A. Bangor, P. T. Kortum, and J. T. Miller, "An empirical evaluation of the system *usability* scale," *Int. J. Hum. Comput. Interact.*, vol. 24, no. 6, pp. 574–594, 2008, doi: 10.1080/10447310802205776.

[6] I. D. Foundation, "User Centered Design," 2023. https://www.interaction-design.org/literature/topics/user-centered-design (accessed Jul. 15, 2023).

[7] A. Zafirah, F. A. Agusti, E. Engkizar, F. Anwar, A. F. Alvi, and E. Ernawati, "Penanaman nilai-nilai karakter terhadap peserta didik Melalui permainan congkak sebagai media pembelajaran," *J. Pendidik. Karakter*, vol. 9, no. 1, pp. 95–104, 2018, doi: 10.21831/jpk.v8i1.21678.

[8] R. R. Marbun, F. Al Mufied, and R. Fauzi, "Perancangan User Interface/User Experience (Ui/Ux) *Website* Helpmeong Untuk Shelter Menggunakan Metode Goal-Directed Design," *JIPI (Jurnal Ilm. Penelit. dan Pembelajaran Inform.*, vol. 7, no. 4, pp. 1096–1109, 2022, doi: 10.29100/jipi.v7i4.3190.

[9] A. S. Maulana, D. Setiawan, and D. S. Kusumo, "Jurnal Mantik UI design of buying and selling application and renting items at Telkom University Campus through the user-centered design method," vol. 7, no. 2, 2023.

[10] M. Haikal, R. S. Kusuma, S. E. Nauvanda, and M. Safitri, "Perancangan User Interface Dan User Experience Pada Web Mb Tours and Travel Bekasi," *JIKA (Jurnal Inform.*, vol. 6, no. 3, p. 271, 2022, doi: 10.31000/jika.v6i3.6777.

[11] A. R. Novianto and S. Rani, "Pengembangan Desain UI/UX Aplikasi Learning Management System dengan Pendekatan User Centered Design," *J. SNATI*, vol. 2, no. 1, pp. 21–32, 2022.

[12] C. Adhitya, R. Andreswari, and P. F. Alam, "Analysis and Design of UI and UX Web-Based Application in Maiproyek Startup Using User Centered Design Method in Information System Program of Telkom University," *IOP*

Conf. Ser. Mater. Sci. Eng., vol. 1077, no. 1, p. 012039, 2021, doi: 10.1088/1757-899x/1077/1/012039.

[13] R. Nurhabibie, "Perancangan Antarmuka pada *Website* Ayo Sparring Menggunakan Pendekatan User-Centered Design," *Univ. Islam Indones.*, 2020, [Online]. Available: https://dspace.uii.ac.id/123456789/30605

[14] S. E. Maulidah, "TA: Perancangan Desain Antar Muka pada *Website* Aneka Logistic dengan Metode User Centered Design (UCD)," 2019, [Online]. Available: http://repository.dinamika.ac.id/id/eprint/3541/

[15] D. Rachmayani, "Analisis dan perancangan user interface pada *website* pusat karir dan alumni universitas dinamika dengan menggunakan model user centered desaign (UCD)," *J. Chem. Inf. Model.*, vol. 53, no. 9, pp. 1689–1699, 2020.

[16] P. S. Tinur, "Perancangan User Interface (UI) Berdasarkan User Experience (UX) pada Aplikasi iPusnas Menggunakan Metode User-Centered Design," *Angew. Chemie Int. Ed. 6(11), 951–952.*, pp. 2013–2015, 2021.

[17] I. Maramba, A. Chatterjee, and C. Newman, "Methods of *usability testing* in the development of eHealth applications: A scoping review," *Int. J. Med. Inform.*, vol. 126, no. March, pp. 95–104, 2019, doi: 10.1016/j.ijmedinf.2019.03.018.

[18] A. Yunus, "Perancangan Desain User Interface Pada Aplikasi Siakad Dengan Menggunakan Metode User Centered Design.," *J. user Interface*, vol. 1, p. 95, 2018, [Online]. Available: http://repository.dinamika.ac.id/id/eprint/3143/1/14410100068-2018-STIKOMSURABAYA.pdf

[19] O. D. Alao, E. A. Priscilla, R. C. Amanze, S. O. Kuyoro, and A. O. Adebayo, "User-Centered/User Experience Uc/Ux Design Thinking Approach for Designing a University Information Management System," *Ing. des Syst. d'Information*, vol. 27, no. 4, pp. 577–590, 2022, doi: 10.18280/isi.270407.

[20] C. M. Barnum, *Exploring the usability and UX toolkit*. 2021. doi: 10.1016/b978-0-12-816942-1.00002-2.

[21] Nielsen, "*Usability* 101: Introduction to *Usability*," 2023. https://www.nngroup.com/articles/*usability*-101-introduction-to-*usability*/ (accessed Jul. 16, 2022).

[22] I. Angelica and C. Nas, "Design UI/UX Prototype Aplikasi Pemesanan Produk Dimskuy Berbasis Mobile Dengan Menggunakan Figma," *J. Manaj. Sist. Inf.*, vol. 1, no. 1, pp. 22–26, 2023.

[23] C. Browne, "No Title," 2023. https://careerfoundry.com/en/blog/ux-design/what-are-user-flows/ (accessed Jul. 17, 2023).

[24] G. Guthrie, "What is a UX sitemap, and why is it important?," 2022. https://nulab.com/learn/design-and-ux/what-is-a-ux-sitemap-and-why-is-it-important/ (accessed Jul. 21, 2022).

[25]   N. Uddin, "What, How and Why is UX Sitemap Important for Designing?," 2022. https://musemind.agency/why-ux-sitemap-is-important-for-designing/ (accessed Jul. 20, 2022).

[26]   L. Cunha, "How your *Usability* Score is calculated," 2023. https://help.maze.co/hc/en-us/articles/360052723353-How-your-*Usability*-Score-is-calculated (accessed Jul. 21, 2022).

[27]   J. Brooke, "SUS: A 'Quick and Dirty' *Usability* Scale," *Usability Eval. Ind.*, pp. 207–212, 2020, doi: 10.1201/9781498710411-35.

[28]   T. Serba Serbi, "Mengenal Apa itu Figma : Fitur, Fungsi, Cara Kerja / Menggunakannya," 2020. https://idcloudhost.com/blog/mengenal-apa-itu-figma-fitur-fungsi-cara-kerja-menggunakannya/ (accessed Jul. 21, 2022).

[29]   Udemy, "Figma Fundamentals: Use Figma Like a Pro," 2021. https://www.udemy.com/course/figma-fundamentals/ (accessed Jul. 21, 2022).

[30]   J. Nielsen, "Why You Only Need to Test with 5 Users," 2023. https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/ (accessed Jul. 02, 2022).