DAFTAR ISI

LEMBAR PENGESAHAN 1
LEMBAR PERNYATAAN 2
ABSTRAK 3
ABSTRACT 4
DAFTAR ISI 5
DAFTAR GAMBAR 7
DAFTAR TABEL 8
BAB 1 PENDAHULUAN 9
1.1. Latar Belakang 9
1.2. Perumusan Masalah 10
1.3. Batasan Masalah 11
1.4. Tujuan 11
BAB 2 KAJIAN PUSTAKA 12
2.1. Penelitian Terkait 12
2.2. Gamifikasi 18
2.3. Snowball Sampling 18
2.4. User Experience and User Interface 19
2.5. Design Thinking 20
2.6. Usability 21
2.7. Remote Moderated Usability Testing 22
2.8. Single Ease Question 22
BAB 3 METODOLOGI 24
3.1. Studi Literatur 25
3.2. Menentukan Metode 25
3.3. Empathize 25
3.4. Define 26
3.5. Ideate 26
3.6. Prototype 27
3.7. Test 27
BAB 4 HASIL PENELITIAN 29
4.1. Empathize 29
4.1.1. Hasil wawancara dengan guru 29
4.2. Define 30
4.2.1. Empathy Map 30
4.2.2. How Might We 32
4.2.3. User Persona 33
4.3. Ideate 34

4.3.1. Solusi yang diusulkan..... 35
4.3.1.1. Formative Assessment..... 35
4.3.1.2. AI Prompt..... 37
4.3.1.3. Template Discovery..... 38
4.3.2. User Flow..... 39
4.3.3. Wireframe..... 42
4.3.4. Mockup..... 56
4.3.4.1. Formative Assessment..... 56
4.3.4.2. AI Prompt..... 67
4.3.4.3. Template Discovery..... 69
4.3.4.4. Halaman Lainnya..... 70
4.4. Prototype..... 73
4.5. Test..... 73
BAB 5 PENUTUP..... 99
5.1. Kesimpulan..... 99
5.2. Saran..... 99
DAFTAR PUSTAKA..... 100
LAMPIRAN..... 103
Lampiran 1. – Research Plan..... 103
Lampiran 2. – User Interview (Calon Pengguna)..... 103
Lampiran 3. – Wireframe Website Gundu.id..... 103
Lampiran 4. – Mockup Website Gundu.id..... 103
Lampiran 5. – Prototype Website Gundu.id..... 103
Lampiran 6. – Usability Testing Plan..... 103
Lampiran 7. – Usability Testing..... 104