

## DAFTAR ISI

ABSTRAK	i
<i>ABSTRACT</i>	ii
LEMBAR PENGESAHAN	iii
LEMBAR ORISINALITAS	iv
KATA PENGANTAR	v
LEMBAR PERSEMBAHAN	vi
DAFTAR ISI	vii
Daftar Gambar	xi
Daftar Tabel	xii
Daftar Istilah	xiii
BAB I Pendahuluan	1
III.1 Latar Belakang	1
III.2 Perumusan Masalah	3
III.3 Tujuan Penelitian	3
III.4 Batasan Penelitian	3
III.5 Manfaat Penelitian	3
BAB II Tinjauan Pustaka	5
III.1 Tekstil	5
<i>III.2 Website</i>	5
<i>III.3 Front-end</i>	5
<i>III.4 Framework</i>	6
III.5 Laravel	6
III.6 HTML	7
III.7 CSS	7
III.8 TailwindCSS	8

III.9	Javascript	8
III.10	<i>User Centered Design</i>	9
III.11	Perbandingan Metode	10
III.12	<i>User Persona</i>	10
III.13	<i>Use Case Diagram</i>	11
III.14	<i>Activity Diagram</i>	11
III.15	<i>Usability Testing</i>	12
III.16	<i>System Usability Scale (SUS)</i>	12
III.17	Penelitian Terdahulu	13
BAB III	Metodologi Penelitian	20
III.1	Kerangka Berpikir	20
III.2	Sistematika Penyelesaian Masalah	21
III.3	Pengumpulan Data	22
III.4	Pengolaan Data atau Pengembangan Produk	22
III.5	Metode Evaluasi	22
III.6	Alasan Pemilihan Metode	23
III.7	Workflow Hasil Analisis Deep Learning dengan Antarmuka Pengguna	23
BAB IV	ANALISIS DAN PERANCANGAN	25
IV.1	Pengumpulan Data	25
IV.1.1	Wawancara Pegawai Bagian Office	25
IV.1.2	Wawancara Pegawai Bagian Quality Control	26
IV.1.3	Temuan Hasil Wawancara	27
IV.2	<i>Specify Context of User</i>	27
IV.2.1	User Persona	27
IV.3	<i>Specify User Requirement</i>	28

IV.3.1	<i>Analisis Requirement</i>	29
IV.3.2	Analisis Proses Bisnis	30
IV.3.2.1	Proses Bisnis <i>Existing</i> Mengelola Data <i>Cacat</i> Pabrik	31
IV.3.2.2	Proses Bisnis <i>Targeting</i> Mengelola Data <i>Cacat</i> Pabrik	31
IV.3.3	Perancangan	32
IV.3.3.1	Pendefinisian Aktor	32
IV.3.3.2	Use Case Diagram	33
IV.3.3.3	Use Case Form Scenario	34
IV.3.3.4	Activity Diagram	40
BAB V	IMPLEMENTASI DAN PENGUJIAN	49
V.1	<i>Produce Design Solution</i>	49
V.1.1	Rancangan <i>Wireframe</i>	49
V.1.1	Merancang Prototype	53
V.1.2.1	Interface Login	53
V.1.2.2	Interface Dashboard	54
V.1.2.3	Interface Log	56
V.1.2.4	Interface Input Data User	57
V.1.2.5	Interface Input Data Client	58
V.1.2.6	Interface List Data User	59
V.1.2.7	Interface List Data Client	60
V.2	<i>Evaluate Design</i>	61
V.1.1	Pengujian	61
V.1.2.1	Usability Testing	62
V.1.2.2	Hasil Usability Testing	63
BAB V	KESIMPULAN DAN SARAN	68
V.1	Kesimpulan	68

