

## DAFTAR PUSTAKA

- Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). User-Centered Design. *Bainbridge, W. Encyclopedia of Human-Computer Interaction*, 37(4), 445–456.
- Alomari, H. W., Ramasamy, V., Kiper, J. D., & Potvin, G. (2020). A User Interface (UI) and User eXperience (UX) evaluation framework for cyberlearning environments in computer science and software engineering education. *Heliyon*, 6(5). <https://doi.org/10.1016/j.heliyon.2020.e03917>
- Arief, I., Muluk, A., Indrapriyatna, A. S., & Falevy, M. (2021). Pengembangan Antarmuka Portal Universitas untuk Meningkatkan Pengalaman Pengguna. *Jurnal RESTI (Rekayasa Sistem Dan Teknologi Informasi)*, 5(6), 1052–1061. <https://doi.org/10.29207/resti.v5i6.3532>
- Brooke, J. (2013). *SUS: A Retrospective* (Vol. 8).
- Dam, R., Siang, T., & Interaction Design Foundation. (2021). *What is Design Thinking and Why Is It So Popular?*
- De Paula, D. F. O., Menezes, B. H. X. M., & Araújo, C. C. (2014). LNCS 8518 - Building a Quality Mobile Application: A User-Centered Study Focusing on Design Thinking, User Experience and Usability. In *LNCS* (Vol. 8518).
- Developers, A. (2011). A Developer's first look at android. *Dosegljivo: Http://Www.Academia.Edu/Download/30551848/Android--Tech.Pdf*.
- Dewi, B. K., Defriani, M., & Sunandar, M. A. (2023). Design Of Health Service Mobile Application Interface Using User Centered Design Method. *Sinkron*, 8(1), 231–240. <https://doi.org/10.33395/sinkron.v8i1.11931>
- Dias, J., Carvalho, D., Rocha, T., & Barroso, J. (2022). Automated Evaluation Tools for Web and Mobile Accessibility: Proposal of a new adaptive interface tool. *Procedia Computer Science*, 204, 297–304. <https://doi.org/10.1016/j.procs.2022.08.036>

- Dietlein, C. S., & Bock, O. L. (2019). Development of a usability scale based on the three ISO 9241-11 categories “effectiveness,” “efficacy” and “satisfaction”: a technical note. *Accreditation and Quality Assurance*. <https://doi.org/10.1007/s00769-018-01368-2>
- Fox, J. E. (2015). The Science of Usability Testing. *Proceedings of the 2015 Federal Committee on Statistical Methodology (FCSM) Research Conference*.
- Ganesan, J., Azar, A. T., Alsenan, S., Kamal, N. A., Qureshi, B., & Hassanien, A. E. (2022). Deep Learning Reader for Visually Impaired. *Electronics (Switzerland)*, 11(20). <https://doi.org/10.3390/electronics11203335>
- Grier, R. A., Bangor, A., Kortum, P., & Peres, S. C. (2013). The system usability scale: Beyond standard usability testing. *Proceedings of the Human Factors and Ergonomics Society*, 187–191. <https://doi.org/10.1177/1541931213571042>
- Grisaffe, D. B. (2007). Questions About the Ultimate Question: Conceptual Considerations in Evaluating Reichheld’s Net Promoter Score (NPS). *Journal of Consumer Satisfaction, Dissatisfaction and Complaining Behavior*, 20, 36–53. [www.netpromoters.com](http://www.netpromoters.com)
- Hidayanti, P. E., Handayani, R. I., & Rifai, B. (2023). UI/UX Design of Online Tickets for Situ Pasir Maung Tourism in Dago Village Using the Figma Application. *Sinkron*, 8(4). <https://doi.org/10.33395/sinkron.v8i2.12098>
- Holla, S., & Katti, M. M. (2012). Andorid Based Mobile Application Development and its Security. *International Journal of Computer Trends and Technology*. <http://www.internationaljournalssrg.org>
- Kaur Manpreet. (2021). Design thinking A new way of thinking. *IAHRW International Journal of Social Sciences*, 11–13.
- Krol, M. W., de Boer, D., Delnoij, D. M., & Rademakers, J. J. D. J. M. (2015). The Net Promoter Score - an asset to patient experience surveys? *Health Expectations*, 18(6), 3099–3109. <https://doi.org/10.1111/hex.12297>

- Lailatul, B., & Hermi, P. (2022). Problematika pada Anak Berkebutuhan Khusus Sebagai Panduan bagi Pendampingan ABK. <http://kalimatindonesia.id>
- Lewis, J. R., & Sauro, J. (2018). Item Benchmarks for the System Usability Scale. In *Journal of Usability Studies* (Vol. 13).
- Manjari, K., Verma, M., & Gaurav, S. (2020). A survey on Assistive Technology for visually impaired. *Internet of Things*, 11.
- Mathijsen, D. M. (2023). *Web Content Accessibility Guidelines 2.0 A Literature Study Exploring the Effectiveness of WCAG 2.0 for the Visually Impaired*.
- 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>
- Pramudita, R., Arifin, R. W., Nurul Alfian, A., & Safitri, N. (2021). Penggunaan Aplikasi Figma dalam Membangun UI/UX yang Interaktif pada Program Studi Teknik Informatika STMIK Tasikmalaya. *Shilka Dina Anwariya*, 3(1). [www.youtube.com](http://www.youtube.com),
- Putu, N., Dewi, S. P., Gede, R., Dantes, S. T., Indrawan, G., Pascasarjana, P., Teknik, F., & Kejuruan, D. (2018). Evaluasi Usability pada Aspek Satisfaction Menggunakan Teknik Kuesioner pada Sistem LMS Program Keahlian Ganda. *Jurnal Pendidikan Teknologi Dan Kejuruan*, 15(1), 60. <https://ejournal.undiksha.ac.id/index.php/JPTK/issue/view/780>
- Quesenberry, W. (2001). What does usability mean: Looking beyond ease of use'. *Annual Conference-Society for Technical Communication*, 48. <http://www.wqusability.com/articles/more-than-ease-of-use.html>
- Rafiadly, M., Fauzi, R., & Musnansyah, A. (2023). Perancangan Aplikasi Naviku untuk Memberikan Informasi Navigasi Kepada Tunanetra Menggunakan Metode Test Driven Development. *Journal of Information System Research*, 4(4), 1455–1463. <https://doi.org/10.47065/josh.v4i4.3948>

- Rao, D. N., Rajasekaran, M. N., & Dinesh, M. N. (2018). How Net Promoter Score Relates to Organizational Growth. In *International Journal of Creative Research Thoughts* (Vol. 6, Issue 2). [www.ijcrt.orgwww.ijcrt.org](http://www.ijcrt.orgwww.ijcrt.org)
- Sastraa, J., Bahasa, D., Sholihatin<sup>1</sup>, E., Maulana<sup>2</sup>, R. I., Dendy Satria, Z., Ananda<sup>5</sup>, C., & Pratama<sup>6</sup>, M. B. (2023). Analisis Teknologi Smart Watch Menggunakan Sensor Baca untuk Memudahkan Tuna Netra Membaca Pesan dalam Berkomunikasi. <http://jurnal.anfa.co.id/index.php/sabda>
- Sauro, J. (2018). *Using Task Ease (SEQ) to Predict Completion Rates and Times – MeasuringU*. <https://measuringu.com/seq-prediction/>
- Shanks, M. (2013). An Introduction to Design Thinking Process Guide. *Stanford d.School*.
- Widopuspito Adena. (2022). Karakteristik Dan Metode Pembelajaran Pendidikan Agama Islam Anak Berkebutuhan Khusus Tunanetra. *PESHUM : Jurnal Pendidikan, Sosial Dan Humaniora*, 1.
- Xiong, J., Ziegler, C., Adjunct, A., & Kortum, P. (2020). SUSapp: A Free Mobile Application That Makes the System Usability Scale (SUS) Easier to Administer. In *Journal of Usability Studies* (Vol. 15).
- Xu, P., Kennedy, G. A., Zhao, F. Y., Zhang, W. J., & Van Schyndel, R. (2023). Wearable Obstacle Avoidance Electronic Travel Aids for Blind and Visually Impaired Individuals: A Systematic Review. *IEEE Access*, 11, 66587–66613. <https://doi.org/10.1109/ACCESS.2023.3285396>