

DAFTAR ISI

ABSTRAK	I
<i>ABSTRACT</i>	II
LEMBAR PENGESAHAN	III
LEMBAR PERNYATAAN ORISINALITAS	IV
KATA PENGANTAR	V
DAFTAR ISI	VI
DAFTAR GAMBAR	X
DAFTAR TABEL	XII
DAFTAR ISTILAH	XIV
BAB I PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Perumusan Masalah	3
I.3 Tujuan Penelitian	3
I.4 Batasan Penelitian	4
I.5 Manfaat Penelitian	4
I.6 Sistematika Penulisan	4
BAB II TINJAUAN PUSTAKA	6
II.1 <i>Dashboard Monitoring</i>	6
II.2 <i>Agrikultur</i>	7
II.3 <i>Software Development Life Cycle</i>	8
II.4 <i>User Interface dan User Experience</i>	9
II.5 <i>Unified Modeling Language</i>	10
II.5.1 <i>Use Case Diagram</i>	10
II.5.2 <i>Use Case Scenario</i>	12
II.5.3 <i>Activity Diagram</i>	12

II.5.4	<i>Sequence Diagram</i>	13
II.5.5	<i>Class Diagram</i>	14
II.6	<i>Entity Relationship Diagram</i>	15
II.7	<i>Representational State Transfer Application Programming Interface</i>	16
II.8	Pengujian Perangkat Lunak	16
II.8.1	<i>Usability Testing</i>	17
II.8.2	<i>User Acceptance Testing</i>	19
II.9	Penelitian Terdahulu	21
BAB III	METODOLOGI PENELITIAN	24
III.1	Kerangka Berpikir	24
III.2	Sistematika Penelitian	25
III.2.1	Tahap Pendahuluan	26
III.2.2	Tahap Pengembangan	26
III.2.3	Tahap Kesimpulan	28
III.3	Alasan Pemilihan Metodologi Pengembangan	28
BAB IV	ANALISIS DAN DESAIN	30
IV.1	Iterasi Pertama	30
IV.1.1	Analisis	30
IV.1.1.1	Analisis Kebutuhan Pengguna	30
IV.1.1.2	Analisis Kebutuhan Fungsional dan Non Fungsional	32
IV.1.1.3	Analisis Kebutuhan Perangkat	33
IV.1.2	Desain	33
IV.1.2.1	<i>Use Case Diagram</i>	33
IV.1.2.2	<i>Use Case Scenario</i>	34
IV.1.2.3	<i>Activity Diagram</i>	36
IV.1.2.4	<i>Sequence Diagram</i>	38

IV.1.2.5	<i>Class Diagram</i>	40
IV.1.2.6	<i>Entity Relationship Diagram</i>	41
IV.1.2.7	<i>Desain User Interface</i>	42
IV.2	Iterasi Kedua	44
IV.2.1	Analisis.....	44
IV.2.1.1	Analisis Hasil Pengujian Iterasi Pertama.....	44
IV.2.2	Desain.....	45
IV.2.2.1	<i>Use Case Diagram</i>	45
IV.2.2.2	<i>Use Case Scenario</i>	46
IV.2.2.3	<i>Activity Diagram</i>	48
IV.2.2.4	<i>Sequence Diagram</i>	50
IV.2.2.5	<i>Class Diagram</i>	52
IV.2.2.6	<i>Entity Relationship Diagram</i>	53
IV.2.2.7	<i>Desain User Interface</i>	53
BAB V	IMPLEMENTASI DAN PENGUJIAN	56
V.1	Iterasi Pertama	56
V.1.1	Implementasi	56
V.1.2	Pengujian.....	58
V.1.2.1	Maze Design	58
V.1.2.2	<i>System Usability Scale</i>	60
V.1.2.3	<i>User Acceptance Testing</i>	62
V.2	Iterasi Kedua.....	64
V.2.1	Implementasi	65
V.2.2	Pengujian.....	67
V.2.2.1	Maze Design	67
V.2.2.2	<i>System Usability Scale</i>	69

V.2.2.3	<i>User Acceptance Testing</i>	71
BAB VI	KESIMPULAN DAN SARAN	73
VI.1	Kesimpulan	73
VI.2	Saran	74
DAFTAR PUSTAKA	75
LAMPIRAN	79