

DAFTAR PUSTAKA

- [1] Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi, 2024. [Online]. Available: <https://kurikulum.kemdikbud.go.id/>. [Accessed 11 Juni 2024].
- [2] A. R. Firdani, Usability Evaluation of the Mountrash Application Using Retrospective Think Aloud and Performance Measurement Techniques, IEEE, 2024.
- [3] R. D. Utami, "Aplikasi Computer-Based Test Ujian pada SMP Negeri 6 Cimahi," *Jurnal Teknologi dan Informasi (JATI)*, vol. 9 Nomor 2 Edisi September 2019, pp. 151-160, 2019.
- [4] K.-H. Ng and S.-M. Wang, "Design thinking for usability evaluation of cloud platform service-case study on 591 house rental web service," in *IEEE Internasional Conference on Applied System Invention (ICASI)*, 2018.
- [5] O. Asroni, W. P. Pratama and I. P. E. Sudarsana, "PENERAPAN USABILITY TESTING DENGAN MENGGUNAKAN METODE RETROSPECTIVE THINK ALOUD UNTUK PENGUKURAN TINGKAT KEBERGUNAAN APLIKASI WISATA LABUAN BAJO," *Jurnal Mahasiswa Teknik Informatika (JATI)*, Vols. 8 No. 2, April 2024, pp. 2130-2138, 2024.
- [6] F. Thaib, M. Papanagan and I. Hisbullah, "EVALUASI USABILITY MENGGUNAKAN METODE THINK ALOUD PADA APLIKASI MOBILE MISTER ALADIN," *Jurnal Teknik - SILITEK*, vol. 01 No. 02 April 2022, pp. 80-89, 2022.
- [7] L. Using the "think aloud" method in cognitive interface design., New York: IBM, 1982.
- [8] M. Thelwall, "Computer-based assessment: a versatile educational tool," *Elsevier Science*, vol. 34, no. 1, pp. 37-49, 2000.
- [9] "Interaction Design Foundaton," [Online]. Available: <https://www.interaction-design.org/literature/topics/ui-design>. [Accessed 11 Juni 2024].
- [10] L. M. Ginting, G. Sianturi and C. Panjaitan, "Perbandingan Metode Evaluasi Usability antara Heuristic Evaluation dan Cognitive Walkthrough," *Jurnal Manajemen Informatika (JAMIKA)*, vol. 11 Nomor 2 Edisi Oktober 2021, pp. 146-157, 2021.

- [11] S. Federici and S. Borsci, "Usability evaluation: models, methods, and applications," in *Center for International Rehabilitation Research Information and Exchange (CIRRIE)*, New York, 2010.
- [12] "Software Testing Life Cycle (STLC)," Geeks for Geeks, [Online]. Available: <https://www.geeksforgeeks.org/software-testing-life-cycle-stlc/>. [Accessed 11 Juni 2024].
- [13] T. Hamilton, "STLC (Software Testing Life Cycle)," 1 April 2024. [Online]. Available: <https://www.guru99.com/software-testing-life-cycle.html>. [Accessed 10 Juni 2024].
- [14] "Retrospective Think-Aloud Method," [Online]. Available: <https://www.usability.de/en/usability-user-experience/glossary/retrospective-think-aloud.html>. [Accessed 10 Juni 2024].
- [15] M. Ariansidi, I. M. Candiasa and I. M. G. Sunarya, "Analisis Usability Pada Sistem Informasi LAPORBUP Menggunakan Performance Measurement, Retrospective Think Aloud dan User Experience Questionnaire," *KLIK: Kajian Ilmiah Informatika dan Komputer*, Vols. 3, No 6, Juni2023, pp. 754-764, 2023.
- [16] P. G. d. S. e Souza and E. D. Canedo, *Improving Usability Evaluation by Automating a Standardized Usability Questionnaire*, 2018.
- [17] Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*, Bandung: Ikatan Penerbit Indonesia (IKAPI), 2020.
- [18] J. Sauro, "Measuring U," 21 March 2011. [Online]. Available: <https://measuringu.com/task-completion/>. [Accessed 20 Agustus 2024].
- [19] "Dicoding," 10 March 2021. [Online]. Available: <https://www.dicoding.com/blog/apa-itu-activity-diagram/>.