

DAFTAR ISI

LEMBAR PENGESAHAN	i
LEMBAR PERNYATAAN	ii
ABSTRAK	iii
ABSTRACT	iv
KATA PENGANTAR.....	v
DAFTAR ISI.....	vii
DAFTAR GAMBAR.....	x
DAFTAR TABEL	xi
1. PENDAHULUAN	1
1.1. Latar Belakang	1
1.2. Perumusan Masalah.....	3
1.3. Tujuan	3
1.4. Batasan Masalah	3
1.5. Rencana Kegiatan	4
1.6. Manfaat Penelitian	5
1.7. Jadwal Kegiatan	5
2. KAJIAN PUSTAKA.....	7
2.1. Penelitian Terdahulu.....	7
2.2. Politeknik Kesehatan Medan	9
2.3. Website Repositori	10
2.4. <i>User Interface (UI)</i>	11
2.5. <i>User Experience (UX)</i>	11
2.6. <i>User Centered Design (UCD)</i>.....	12
2.7. <i>User Persona</i>.....	13
2.8. <i>Mental Model</i>.....	14
2.9. <i>Hierarchical Task Analysis (HTA)</i>.....	14
2.10. <i>Task Scenario</i>.....	14
2.11. <i>System Usability Scale (SUS)</i>	14
2.12. <i>Prototype Interaktif</i>.....	17
3. ALUR PENELITIAN	19
3.1. Sistematika Penyelesaian Masalah	19
3.1.2. User Centered Design	20

3.1.2.1.	Understand Context of Use	20
3.1.2.2.	Specify User Requirements	20
3.1.2.3.	Design Solutions	21
3.1.2.4.	Evaluate Against User Requirement.....	21
3.1.2.5.	Design Solutions 2	22
3.1.2.6.	Evaluate Against User Requirements 2	22
3.1.3.	Penutupan.....	22
4.	ANALISIS DAN PEMBAHASAN	23
4.1.	Understand Context of Use.....	23
4.2.	Specify User Requirements.....	27
4.3.	Design Solutions.....	32
4.3.1.1.	Halaman Beranda Website Repotori Poltekkes Medan	32
4.3.1.2.	Halaman Koleksi Website Repotori Poltekkes Medan	33
4.3.1.3.	Halaman Browse by Website Repotori Poltekkes Medan	34
4.3.1.4.	Halaman Search KTI Website Repotori Poltekkes Medan....	35
4.3.1.5.	Halaman Detail KTI Website Repotori Poltekkes Medan	36
4.3.1.6.	Halaman Contact Us Website Repotori Poltekkes Medan.....	37
4.3.3.1.	Halaman Beranda Website Repotori Poltekkes Medan	38
4.3.3.2.	Halaman Koleksi Website Repotori Poltekkes Medan	39
4.3.3.3.	Halaman Browse by Website Repotori Poltekkes Medan	40
4.3.3.4.	Halaman Search Website Repotori Poltekkes Medan	42
4.3.3.5.	Halaman Detail KTI Website Repotori Poltekkes Medan	43
4.3.3.6.	Halaman Contact Us Website Repotori Poltekkes Medan.....	43
4.3.4.1.	Fitur Livechat.....	44
4.4.	Evaluate Against Requirements.....	45
5.	KESIMPULAN DAN SARAN.....	48
5.1.	Kesimpulan	48
5.2.	Saran.....	48
	DAFTAR PUSTAKA	49
	LAMPIRAN.....	53
	Lampiran 1. Kuesioner Pra-penelitian.....	53
	Lampiran 2. Wawancara dan Observasi	58
	Lampiran 3. Kuesioner <i>System Usability Scale (SUS)</i>	63
	Lampiran 4. Hasil Perancangan Low-Fidelity	65

Lampiran 5. Design Guideline	72
Lampiran 6. Hasil Perancangan High-Fidelity	73