

DAFTAR PUSTAKA

- [1] C. Ayunda Prawastiyo and I. Hermawan, “PENGEMBANGAN FRONT-END WEBSITE PERPUSTAKAAN POLITEKNIK NEGERI JAKARTA DENGAN MENGGUNAKAN METODE USER CENTERED DESIGN,” *Jurnal Teknologi Terpadu*, vol. 6, no. 2, 2020, [Online]. Available: <https://journal.nurulfikri.ac.id/index.php/JTT>
- [2] Audina Chairun Nisa, “Exabytes dan PANDI Bekerja Sama Demi Meningkatkan Presensi Website Sekolah di Indonesia.” Accessed: Dec. 12, 2023. [Online]. Available: <https://www.exabytes.co.id/blog/exabytes-pandi-bekerja-sama-meningkatkan-presensi-website-sekolah/>
- [3] O. D. Alao, E. A. Priscilla, R. C. Amanze, S. O. Kuyoro, and A. O. Adebayo, “User-Centered/User Experience Uc/Ux Design Thinking Approach for Designing a University Information Management System,” *Ingenierie des Systemes d’Information*, vol. 27, no. 4, pp. 577–590, Aug. 2022, doi: 10.18280/isi.270407.
- [4] M. Indra Gunawan, R. Indah Rokhmawati, and N. Hendrakusma Wardani, “Evaluasi dan Perbaikan Antarmuka Pengguna Menggunakan Pendekatan User Centered Design (UCD) dan Card Sorting (Studi Kasus: Website Awake Project Malang),” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, vol. 3, no. 5, pp. 4835–4845, 2019, [Online]. Available: <http://j-ptiik.ub.ac.id>
- [5] Khadijah, “STUDI PERBANDINGAN METODOLOGI UIUX,” *Jurnal Inovasi Hasil Penelitian dan Pengembangan*, vol. 2, no. 4, 2022.
- [6] M. Schrepp, J. Kollmorgen, and J. Thomaschewski, “A Comparison of SUS, UMUX-LITE, and UEQ-S,” 2023.
- [7] R. D. Cahyani and A. Dwi, “Penerapan Metode User Centered Design dalam Perancangan Ulang Desain Website MAN 1 Pasuruan,” *JEISBI*, vol. 03, no. 2, 2022, [Online]. Available: <https://mansatupasuruan.sch.id>.
- [8] C. Veronica and A. Musdar, “IMPLEMENTASI PENDEKATAN USER CENTERED DESIGN PADA PERANCANGAN UI/UX WEBSITE WORKER’S,” *JURNAL ILMU KOMPUTER KHARISMA*, vol. 17, no. 2, 2022.
- [9] “Profil Politeknik Kesehatan Medan.”
- [10] C. K. Widada, “UPLOAD MANDIRI PADA REPOSITORY INSTITUSI PERPUSTAKAAN UNIVERSITAS MUHAMMADIYAH SURAKARTA (UMS) LEBIH PRAKTIS DAN PRESTIGE,” *Journal of Documentation and Information Science*, vol. 4, no. 2, pp. 136–146, Sep. 2020, doi: 10.33505/jodis.v4i2.207.

- [11] Y. Setya Perdana, D. Kristyanto, P. Studi Ilmu Perpustakaan, and U. Wijaya Kusuma Surabaya, “Kebermanfaatan Institutional Repository Bagi Mahasiswa Semester Akhir Universitas Muhammadiyah Gresik,” *Jurnal Ilmu Perpustakaan dan Informasi*, vol. 6, no. 2, 2022, [Online]. Available: <http://bit.ly/usul-ki>,
- [12] A. Q. Novianto, “Repositori Institusi dan Kontribusinya dalam Meningkatkan Reputasi Universitas (Studi di UPT Perpustakaan Universitas Negeri Malang),” *Buletin Perpustakaan Universitas Islam Indonesia*, vol. 3, no. 2, pp. 95–116, 2020.
- [13] I. Rochmawati, “ANALISIS USER INTERFACE SITUS WEB IWEARUP.COM,” *Visualita*, 2019, [Online]. Available: www.iwearup.com
- [14] A. Yarfi, G. Puspa, and A. Jatisidi, “PERANCANGAN UI (USER INTERFACE) COMPANY PROFILE BERBASIS APLIKASI ANDROID SEBAGAI MEDIA PENGENALAN PT. MACHARA KONSTRUKSITAMA ‘DESIGN OF UI (USER INTERFACE) COMPANY PROFILE BASED ON ANDROID APPLICATIONS AS MEDIA INTRODUCTION OF PT. MACHARA KONSTRUKSITAMA,’” *Jurnal Pantarei*, vol. 3, no. 3, 2020, [Online]. Available: <https://properti.kompas.com/read/2017/02/10/2200>
- [15] S. Rasio Henim and R. Perdana Sari, “Jurnal Politeknik Caltex Riau Evaluasi User Experience Sistem Informasi Akademik Mahasiswa pada Perguruan Tinggi Menggunakan User Experience Questionnaire,” 2020. [Online]. Available: <https://jurnal.pcr.ac.id/index.php/jkt/>
- [16] P. Utomo, “Pendekatan Object Oriented UX pada Perancangan Aplikasi Manajemen Order,” *PROSIDING Seminar Nasional Sistem Informasi dan Teknologi*, 2020.
- [17] Z. S. Azkya, I. Ardiansah, and T. Pujiyanto, “Analisis User Experience pada Warehouse Marketplace dengan Metode Heuristic Evaluation,” *Jurnal Teknik Informatika dan Sistem Informasi*, vol. 6, no. 1, Apr. 2020, doi: 10.28932/jutisi.v6i1.2378.
- [18] “User Centered Design,” Interaction Design Foundation - IxDF. Accessed: Dec. 10, 2023. [Online]. Available: <https://www.interaction-design.org/literature/topics/user-centered-design>
- [19] Y. Arie Sandi, I. Ma, ruf Nugroho, and Y. Raymond Ramadhan, “PENERAPAN METODE UCD UNTUK PERANCANGAN UI DAN UX DALAM MEMBANGUN FITUR MENTOR ON DEMAND DAN LIVE CHAT PADA WEBSITE SKILVUL,” 2022.
- [20] D. Pratiwi, M. Chandra Saputra, and N. H. Wardani, “Penggunaan Metode User Centered Design (UCD) dalam Perancangan Ulang Web Portal Jurusan Psikologi FISIP Universitas Brawijaya,” *Jurnal Pengembangan Teknologi*

- Informasi dan Ilmu Komputer*, vol. 2, no. 7, pp. 2448–2458, 2018, [Online]. Available: <http://j-ptiik.ub.ac.id>
- [21] E. Kurniasari, S. R. Safitri, and M. Mardiana, “PERANCANGAN USER PERSONA DAN CUSTOMER JOURNEY MAP SEBAGAI REPRESENTASI PENGGUNA SISTEM REPOSITORY PERPUSTAKAAN UNIVERSITAS LAMPUNG,” *Journal of Documentation and Information Science*, vol. 5, no. 1, pp. 22–31, Apr. 2022, doi: 10.33505/jodis.v5i1.176.
- [22] Interaction Design Foundation - IxDF, “Mental Models.” Accessed: Aug. 13, 2024. [Online]. Available: <https://www.interaction-design.org/literature/topics/mental-models>
- [23] I. W. W. Premananda, I. G. A. Wibawa, and D. I. D. M. B. A. Darmawan, “PERANCANGAN USER EXPERIENCE APLIKASI MOBILE SISTEM PEMINJAMAN RUANGAN,” *Jurnal Pengabdian Informatika*, 2023.
- [24] N. Fitriani, R. I. Rokhmawati, and H. Muslimah Az-Zahra, “Evaluasi dan Perancangan Ulang Antarmuka e-Learning SMK Negeri 1 Cerme menggunakan Metode Goal Directed Design (GDD),” *Jurnal Pengembangan Teknologi Informatika dan Ilmu Komputer*, vol. 5, no. 7, pp. 2848–2857, 2021, [Online]. Available: <http://j-ptiik.ub.ac.id>
- [25] A. Saputra, “Penerapan Usability pada Aplikasi PENTAS Dengan Menggunakan Metode System Usability Scale (SUS) (Usability Implementation in PENTAS Application Using the System Usability Scale (SUS) Method),” *Jurnal Teknologi Informasi dan Multimedia*, vol. 1, no. 3, 2019.
- [26] H. Anam, M. Sadiq, and H. Jamil, “Development of System Usability Scale (SUS) for the Urdu Language,” *Article in International Journal of Computer Science and Information Security*, 2020, [Online]. Available: <https://sites.google.com/site/ijcsis/>
- [27] Z. Sharfina and H. B. Santoso, “An Indonesian Adaptation of the System Usability Scale (SUS),” *International Conference on Advanced Computer Science and Information Systems*, 2016.
- [28] S. N. Oktaviani, C. Fikri Aziz, and B. M. Sulthon, “KLIK: Kajian Ilmiah Informatika dan Komputer Analisa UI/UX Sistem Informasi Penjualan Berbasis Mobile Menggunakan Metode Prototype,” *Media Online*, vol. 2, no. 6, pp. 225–233, 2022, [Online]. Available: <https://djournals.com/klik>
- [29] “Interactive Prototyping - How to Prepare Clickable Application Prototypes.” Accessed: Dec. 12, 2023. [Online]. Available: <https://www.mintbit.com/blog/interactive-prototyping-how-to-prepare-clickable-application-prototypes#:~:text=Because%20of%20this%20imitation%20of%20interacti>

vity%2C%20interactive%20prototyping,you%20would%20with%20paper
%20prototypes.%20...%20More%20items

- [30] “The Guide to Front-End Prototyping.” Accessed: Dec. 12, 2023. [Online]. Available: <https://www.uxpin.com/studio/blog/guide-front-end-prototyping/>
- [31] M. Okty Dea Pratama, “Pengembangan Prototipe Desain User Interface & User Experience (UI/UX) Pada Aplikasi OSS URINDO Menggunakan FIGMA,” *Jurnal Teknologi Informasi*, vol. 8, 2022, [Online]. Available: <http://ejournal.urindo.ac.id/index.php/TI>
- [32] B. Pierzchała, “Low Fidelity vs High Fidelity Prototypes.” Accessed: Mar. 23, 2024. [Online]. Available: <https://medium.com/7ninjas/low-fidelity-vs-high-fidelity-prototypes-903a7befaa5a>
- [33] Agung Santoso, “Rumus Slovin,” *Jurnal Psikologi Universitas Sanata Dharma*, 2023.
- [34] Firdaus M.M., *Metodologi Penelitian Kuantitatif*. books.google.co.id, 2021.