

DAFTAR ISI

ABSTRAK	i
<i>ABSTRACT</i>	ii
LEMBAR PERNYATAAN ORISINALITAS	iv
KATA PENGANTAR	v
DAFTAR ISI	vi
DAFTAR GAMBAR	x
DAFTAR TABEL	xv
DAFTAR ISTILAH	xviii
LAMPIRAN	xxii
BAB I PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Rumusan Masalah	3
I.3 Tujuan Penelitian	3
I.4 Batasan Penelitian	3
I.5 Manfaat Penelitian	4
BAB II TINJAUAN PUSTAKA	5
II.1 <i>Capstone</i>	5
II.2 Aplikasi Berbasis <i>Website</i>	6
II.3 Laravel	6
II.4 Perancangan Perangkat Lunak	7
II.4.1 <i>Usecase Diagram</i>	7
II.4.2 <i>Use Case Scenario</i>	9
II.4.3 <i>Activity Diagram</i>	9
II.5 Metode Pengembangan Perangkat Lunak	11

II.5.1 <i>Xtreme Programming</i>	13
II.5.2 Design Thingking.....	14
II.5.3 <i>Usability Testing</i>	16
II.6 <i>User Interface</i>	17
II.7 <i>User Experience</i>	18
II.8 Penelitian Sebelumnya.....	18
II.9 Alasan Pemilihan Metode	26
BAB III METODE PENELITIAN	29
III.1 Metode Konseptual.....	29
III.2 Sistematika Penyelesaian Masalah	30
III.2.1 Tahap <i>Empathize</i>	31
III.2.2 Tahap <i>Define</i>	32
III.2.3 Tahap <i>Ideate</i>	32
III.2.4 Tahap <i>Prototype</i>	33
III.2.5 Tahap <i>Testing</i>	33
III.3 Pengumpulan data	33
III.4 Proses Pengembangan Produk.....	34
III.5 Metode Evaluasi	35
III.6 Alasan Pemilihan Metode.....	35
BAB IV ANALISA DAN PERANCANGAN.....	37
IV1 Analisa Proses Bisnis	37
IV2 <i>Emphatize</i>	39
IV21 <i>Research User Interview</i>	39
IV22 <i>Empathy Map</i>	59
IV3 <i>Define</i>	65
IV31 <i>User Persona</i>	66

IV32	<i>Problem Statement</i>	69
IV33	<i>How Might We</i>	71
IV34	<i>Customer Journey</i>	73
IV4	<i>Ideate</i>	78
IV41	<i>Brainstorming</i>	78
IV42	<i>Impact and Effort Matrix</i>	79
IV5	Perancangan Sistem	84
IV51	Analisis Kebutuhan Sistem	84
IV52	<i>Use Case Diagram</i>	87
IV53	<i>Use Case Description</i>	88
IV54	<i>Activity Diagram</i>	125
IV6	<i>Prototype</i>	146
IV61	<i>Low Fidelity Prototype</i>	146
BAB V	IMPLEMENTASI DAN PENGUJIAN	162
V.1	<i>High Fidelity Prototype</i>	162
V.1.1	<i>High Fidelity Prototype All Users</i>	162
V.1.2	<i>High Fidelity Prototype Halaman Login</i>	162
V.1.3	<i>High Fidelity Prototype Mahasiswa</i>	163
V.1.4	<i>High Fidelity Prototype Dosen</i>	177
V.1.5	<i>High Fidelity Prototype Tim Capstone</i>	184
V.2	Proses dan Hasil Pengujian Perangkat Lunak	199
V.2.1	<i>Usability Testing</i>	199
V.3	Evaluasi Akhir	215
BAB VI	KESIMPULAN & SARAN	217
VI.1	Kesimpulan	217
VI.2	Saran	217

DAFTAR PUSTAKA	xxii
LAMPIRAN	xxvi