

## DAFTAR PUSTAKA

- Aarlien, D., & Colomo-Palacios, R. (2020). Lean UX: A Systematic Literature Review. In O. Gervasi, B. Murgante, S. Misra, C. Garau, I. Blečić, D. Taniar, B. O. Apduhan, A. M. A. C. Rocha, E. Tarantino, C. M. Torre, & Y. Karaca (Eds.), *Computational Science and Its Applications – ICCSA 2020* (Vol. 12254, pp. 500–510). Springer International Publishing. [https://doi.org/10.1007/978-3-030-58817-5\\_37](https://doi.org/10.1007/978-3-030-58817-5_37)
- Adrianto, S., & Fitri, Y. N. (2019). SISTEM PENILAIAN SISWA KURIKULUM 2013 PADA SDN 007 BAGAN BESAR MENGGUNAKAN BAHASA PEMROGRAMAN PHP. *I N F O R M A T I K A*, 11(1), 21. <https://doi.org/10.36723/juri.v11i1.151>
- Akhdani, F., & Wijayanto, D. (2022). Comparison of Eloquent ORM with Query Builder in Work Management System (Case Study: Muhammadiyah Lamongan Hospital). *Conference SENATIK STT Adisutjipto Yogyakarta*, 7. <https://doi.org/10.28989/senatik.v7i0.449>
- Alfina, A., Lathifah, A., & Kurnia, U. I. (2024). EFEKTIVITAS PENGGUNAAN FIGMA SEBAGAI ALAT PROTOTYPING DALAM MATA KULIAH INTERAKSI MANUSIA DAN KOMPUTER. *Jurnal Pendidikan Teknologi Informasi (J-Diteksi)*, 3(2), 40–45. <https://doi.org/10.30604/diteksi.v3i2.1629>
- Aliman, W. (2021). Perancangan Perangkat Lunak untuk Menggambar Diagram Berbasis Android. *Syntax Literate ; Jurnal Ilmiah Indonesia*, 6(6), 3091. <https://doi.org/10.36418/syntax-literate.v6i6.1404>
- Amish, R., Waheed, S., & Salama, H. (2024). Personas as A Tool For Understanding The Users In Product Design. *International Design Journal*, 14(3), 229–240. <https://doi.org/10.21608/idj.2024.347815>
- Aquino, E. R., De Saqui-Sannes, P., & Vingerhoeds, R. A. (2021). A Methodological Assistant for UML and SysML Use Case Diagrams. In S. Hammoudi, L. F. Pires, & B. Selić (Eds.), *Model-Driven Engineering and*

*Software Development* (Vol. 1361, pp. 298–322). Springer International Publishing. [https://doi.org/10.1007/978-3-030-67445-8\\_13](https://doi.org/10.1007/978-3-030-67445-8_13)

Azhariyah, S. & Muhammad Mukhlis. (2024). Framework CSS: Tailwind CSS Untuk Front-End Website Store PT. XYZ. *Jurnal Informatika*, 3(1), 30–36. <https://doi.org/10.57094/ji.v3i1.1601>

Baba Rahim, N. (2024). ONLINE QUIZZES IN IMPROVING STUDENT LEARNING. *International Journal of Modern Education*, 6(20), 498–509. <https://doi.org/10.35631/IJMOE.620036>

Bagnall, P. (2007, September). *Using Personas Effectively*. Proceedings of HCI 2007 The 21st British HCI Group Annual Conference University of Lancaster, UK. <https://doi.org/10.14236/ewic/HCI2007.84>

Basatha, R., Kristianto, A., Rahmawati, T., Adiwena, B., Sutjiandi, R., Tri, N., & Wiprajaya, A. (2022). *UI/UX Design: Panduan, Teori dan Aplikasi* (1st ed.). IKADO Press.

Belina, A. (2023). Semi-structured interviewing as a tool for understanding informal civil society. *Voluntary Sector Review*, 14(2), 331–347. <https://doi.org/10.1332/204080522X16454629995872>

Debbabi, M., Hassaine, F., Jarraya, Y., Soeanu, A., & Alawneh, L. (2010a). Unified Modeling Language. In M. Debbabi, F. Hassaine, Y. Jarraya, A. Soeanu, & L. Alawneh, *Verification and Validation in Systems Engineering* (pp. 37–59). Springer Berlin Heidelberg. [https://doi.org/10.1007/978-3-642-15228-3\\_3](https://doi.org/10.1007/978-3-642-15228-3_3)

Debbabi, M., Hassaine, F., Jarraya, Y., Soeanu, A., & Alawneh, L. (2010b). Unified Modeling Language. In M. Debbabi, F. Hassaine, Y. Jarraya, A. Soeanu, & L. Alawneh, *Verification and Validation in Systems Engineering* (pp. 37–59). Springer Berlin Heidelberg. [https://doi.org/10.1007/978-3-642-15228-3\\_3](https://doi.org/10.1007/978-3-642-15228-3_3)

Delima, R., & Chrismanto, A. R. (2024). Otomatisasi Pembentukan Class Diagram dengan Pendekatan Metode Pemrosesan Teks dan Algoritma CombineTF. *Jurnal Edukasi Dan Penelitian Informatika (JEPIN)*, 10(1), 120. <https://doi.org/10.26418/jp.v10i1.72518>

- Deo Eka Putra, R., Lestari, A., & Kristianti, N. (2025). Analisis Perbandingan CSS Framework Tailwind CSS dan Bootstrap dalam Pengembangan Landing Page Website POS Digitaliz. *Journal of Information Technology and Computer Science*, 5(1), 63–75. <https://doi.org/10.47111/jointecoms.v5i1.19807>
- Desi Kurniasih, Tiawan, Taufiq Hidayatullah, Tresa Agustian, Lila Setiyani, Wulan Saputri, Dafit Nurkholik, Dea Amelia, & Raden Firda Garnida Kusumah. (2024). DESIGN WIREFRAME APLIKASI BANK SAMPAH DENGAN METODE DESIGN THINKING. *Jurnal Informatika Teknologi Dan Sains (Jinteks)*, 6(2), 241–246. <https://doi.org/10.51401/jinteks.v6i2.4120>
- Ekwonwune, E. N., & Edebatu, D. C. (2019). Design and Implementation of an Online Course Management System. *Journal of Software Engineering and Applications*, 12(02), 21–33. <https://doi.org/10.4236/jsea.2019.122002>
- Gagneux, A., & Emptoz, H. (2003). Web site: A structured document. *Seventh International Conference on Document Analysis and Recognition, 2003. Proceedings.*, 1, 1158–1162. <https://doi.org/10.1109/ICDAR.2003.1227839>
- Glushkova, T. (2012). Adaptive Model for E-Learning in Secondary School. In E. Pontes (Ed.), *E-Learning—Long-Distance and Lifelong Perspectives*. InTech. <https://doi.org/10.5772/29342>
- Gothelf, J., & Seiden, J. (2021). *Lean UX: Designing great products with agile teams* (Third edition). O'Reilly.
- Hakima, N., Pitria, P. A., & Salim, A. (2023). APLIKASI PANDUAN GIZI SEIMBANG BERBASIS MOBILE DENGAN METODE LEAN UX. *Jurnal SITECH : Sistem Informasi Dan Teknologi*, 6(1), 21–32. <https://doi.org/10.24176/sitech.v6i1.9289>
- Herawati, I. M., & Azahra, D. (2024). EVALUASI USABILITY WEBSITE JASUDA.NET MENGGUNAKAN SYSTEM USABILITY SCALE (SUS). *JIPI (Jurnal Ilmiah Penelitian Dan Pembelajaran Informatika)*, 9(2), 994–1000. <https://doi.org/10.29100/jipi.v9i2.4328>

Hertzum, M. (2020). *Usability Testing: A Practitioner's Guide to Evaluating the User Experience*. Springer International Publishing. <https://doi.org/10.1007/978-3-031-02227-2>

Hidayah, N. A., Zulfiandri, Rafiuddin, A., Durachman, Y., & Rustamaji, E. (2021). User Experience Design Analysis Using Lean UX Method. *2021 9th International Conference on Cyber and IT Service Management (CITSM)*, 1–6. <https://doi.org/10.1109/CITSM52892.2021.9588905>

Ikhsan, N. (2023). Perancangan Desain Antarmuka Pengguna Dengan Metode Lean UX Pada Aplikasi Sistem Informasi Desa Cibentang Berbasis Android. *Jurnal Sosial Teknologi*, 3(9). <https://doi.org/10.5918/jurnalsostech.v3i9.932>

Jantan, A. H., Mohd Norowi, N., & Yazid, M. A. (2023). UI/UX Fundamental Design for Mobile Application Prototype to Support Web Accessibility and Usability Acceptance: A Scenario-based Design of Mobile Application for Visually Impaired Users. *Proceedings of the 2023 12th International Conference on Software and Computer Applications*, 105–111. <https://doi.org/10.1145/3587828.3587845>

Johan, B. M., Wijayanti, A., & Muqtadir, A. (2024). PEMANFAATAN METODE LEAN UX UNTUK PERANCANGAN PROTOTYPE WEBSITE SYAMIL SKIN. *Curtina*, 5(1), 34–45. <https://doi.org/10.55719/curtina.v5i1.1191>

Kalshetti, Prof. U. M., Kulkarni, K., Patel, D., & Nimbalkar, S. (2017). Students Learning Evaluation Using Learning Analytics. *International Journal of Advanced Engineering Research and Science*, 4(4), 89–92. <https://doi.org/10.22161/ijaers.4.4.11>

King, H. A. (1981). Quiz: An Interactive Program to Generate Content-Referenced Objective Tests. *Educational and Psychological Measurement*, 41(1), 185–187. <https://doi.org/10.1177/001316448104100118>

Kohavi, R., & Longbotham, R. (2023). Online Controlled Experiments and A/B Tests. In D. Phung, G. I. Webb, & C. Sammut (Eds.), *Encyclopedia of Machine Learning and Data Science* (pp. 1–13). Springer US. [https://doi.org/10.1007/978-1-4899-7502-7\\_891-2](https://doi.org/10.1007/978-1-4899-7502-7_891-2)

Kohavi, R., Tang, D., & Xu, Y. (2020). *Trustworthy Online Controlled Experiments: A Practical Guide to A/B Testing* (1st ed.). Cambridge University Press. <https://doi.org/10.1017/9781108653985>

Kravchenko, S., Marchuk, G., Locketova, T., Grishkun, Y., & State University «Zhytomyr polytechnic». (2023). USABILITY TESTING METHODS FOR ASSESSING A MOBILE APPLICATION. *Herald of Khmelnytskyi National University. Technical Sciences*, 317(1), 111–118. <https://doi.org/10.31891/2307-5732-2023-317-1-111-117>

Lazar, J., Feng, J. H., & Hochheiser, H. (2017). Usability testing. In *Research Methods in Human Computer Interaction* (pp. 263–298). Elsevier. <https://doi.org/10.1016/B978-0-12-805390-4.00010-8>

Lewis, J. R. (2018). The System Usability Scale: Past, Present, and Future. *International Journal of Human–Computer Interaction*, 34(7), 577–590. <https://doi.org/10.1080/10447318.2018.1455307>

M Divya Sri, G Poojithanjali, G. Nikhil Harsha, & M. Reshwanth. (2022). Online Quiz Website. *International Journal of Advanced Research in Science, Communication and Technology*, 866–869. <https://doi.org/10.48175/IJARSCT-7578>

Maul, C. R. (2000). The Use of UML for Model Design and Scientific Software Development. In R. Denzer, D. A. Swayne, M. Purvis, & G. Schimak (Eds.), *Environmental Software Systems* (Vol. 39, pp. 95–100). Springer US. [https://doi.org/10.1007/978-0-387-35503-0\\_11](https://doi.org/10.1007/978-0-387-35503-0_11)

Miftahuddin, Y., Ichwan, M., & Zaky, A. (2018). Kajian Routing pada Framework Laravel 5.0 dari Perspektif Penggunaan. *MIND Journal*, 2(1), 59–67. <https://doi.org/10.26760/mindjournal.v2i1.59-67>

Migunani Puspita Eugenia & Lutfi Rahmatuti Maghfiroh. (2023). Lean User Experience (Lean UX) Approach in the Redesign of the SOBAT BPS Application. *Proceedings of The International Conference on Data Science and Official Statistics*, 2023(1), 354–367. <https://doi.org/10.34123/icdsos.v2023i1.398>

Muhammad Fadly & Ovan Sunarto Pulu. (2025). PERANCANGAN SISTEM PEMINJAMAN ALAT BENGKEL OTOMOTIF BERBASIS DIAGRAM USE CASE DAN AKTIVITAS UNTUK MENINGKATKAN EFISIENSI DAN TRANSPARANSI OPERASIONAL. *Jurnal Ilmiah Teknik*, 4(1), 06–14. <https://doi.org/10.56127/juit.v4i1.1826>

Nengrum, T. A., Pettasolong, N., & Nuriman, M. (2021). Kelebihan dan Kekurangan Pembelajaran Luring dan Daring dalam Pencapaian Kompetensi Dasar Kurikulum Bahasa Arab di Madrasah Ibtidaiyah 2 Kabupaten Gorontalo. *Jurnal Pendidikan*, 30(1), 1–12. <https://doi.org/10.32585/jp.v30i1.1190>

Nielsen, J., & Molich, R. (1990). Heuristic evaluation of user interfaces. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems Empowering People - CHI '90*, 249–256. <https://doi.org/10.1145/97243.97281>

Nopriani, F., Muhammad, M. A., & UIN Syarif Hidayatullah Jakarta. (2024). PENGUJIAN USABILITY WEBSITE DOKUMENTASI MENGGUNAKAN SYSTEM USABILITY SCALE (SUS). *METHODIKA: Jurnal Teknik Informatika Dan Sistem Informasi*, 10(2), 1–6. <https://doi.org/10.46880/mtk.v10i2.2987>

Noviantono, S. B., Wulandari, S. H. E., & Sagirani, T. (2023). ANALISIS DAN PERANCANGAN UI/UX PADA WEBSITE 3 PACK SURABAYA MENGGUNAKAN METODE LEAN UX. *JSiI (Jurnal Sistem Informasi)*, 10(2), 164–171. <https://doi.org/10.30656/jsii.v10i2.8097>

Noviyanti, E., & Suhada, K. (2017). Analisa Dan Perancangan Website Sdn Karawang Kulon. *Jurnal Interkom: Jurnal Publikasi Ilmiah Bidang Teknologi Informasi Dan Komunikasi*, 12(1), 30–36. <https://doi.org/10.35969/interkom.v12i1.4>

Nuswantari, A., Wu, Y.-T., & Surjono, H. D. (2020). System Usability Scale Measurement on Synhcronous Online Argumentation Learning System. *Proceedings of the International Conference on Online and Blended Learning 2019 (ICOBL 2019)*. International Conference on Online and Blended Learning

2019 (ICOBL 2019), Yogyakarta, Indonesia.  
<https://doi.org/10.2991/assehr.k.200521.031>

Paech, B. (1999). On the Role of Activity Diagrams in UML – A User Task Centered Development Process for UML. In J. Bézivin & P.-A. Muller (Eds.), *The Unified Modeling Language. «UML»'98: Beyond the Notation* (Vol. 1618, pp. 267–277). Springer Berlin Heidelberg. [https://doi.org/10.1007/978-3-540-48480-6\\_21](https://doi.org/10.1007/978-3-540-48480-6_21)

Patil, K. S., Berad, P. A., Lokare, S. S., & Jadhavar, S. S. (2022). Web Development of Automatic Cow Feeding Machine. *International Journal for Research in Applied Science and Engineering Technology*, 10(8), 1865–1869. <https://doi.org/10.22214/ijraset.2022.46522>

Pattanotai, N. (2016). Automatic class description generation. *2016 2nd IEEE International Conference on Computer and Communications (ICCC)*, 105–109. <https://doi.org/10.1109/CompComm.2016.7924674>

Praba, A. D., & Safitri, M. (2020). STUDI PERBANDINGAN PERFORMANSI ANTARA MYSQL DAN POSTGRESQL. *Jurnal Khatulistiwa Informatika*, 8(2). <https://doi.org/10.31294/jki.v8i2.8851>

Pratiwi, O. N., Fauzi, R., Anggana, H., Cahyani, P., Djakaria, A., & Asriani. (2024). Pengembangan Aplikasi Quiz untuk Siswa SMA Bina Negara Baleendah. 3, 664.

Quin, F., Weyns, D., Galster, M., & Silva, C. C. (2024). A/B testing: A systematic literature review. *Journal of Systems and Software*, 211, 112011. <https://doi.org/10.1016/j.jss.2024.112011>

Rahmawati, L., & Sumarsono, S. (2024). Desain Pengembangan Website dengan Arsitektur Model View Controller pada Framework Laravel. *Jurnal Teknologi Dan Sistem Informasi Bisnis*, 6(4), 785–790. <https://doi.org/10.47233/jtekstis.v6i4.1497>

Risyawal, R., Nasution, H., & Asra, M. (2023). Efektivitas Pemanfaatan Aplikasi Google Form Sebagai Media Evaluasi Pembelajaran Modern pada Mata Pelajaran

Agama di MAN 1 Kolaka. *JURNAL KOLABORATIF SAINS*, 6(8), 1087–1093.  
<https://doi.org/10.56338/jks.v6i8.4046>

Rothe, I., Pustowalow, W., & Winzker, M. (2021). Multipurpose Use of Quizzes in Teaching. *2021 IEEE Global Engineering Education Conference (EDUCON)*, 63–67. <https://doi.org/10.1109/EDUCON46332.2021.9453875>

Rully Pramudita, Rita Wahyuni Arifin, Ari Nurul Alfian, Nadya Safitri, & Shilka Dina Anwariya. (2021). PENGGUNAAN APLIKASI FIGMA DALAM MEMBANGUN UI/UX YANG INTERAKTIF PADA PROGRAM STUDI TEKNIK INFORMATIKA STMIK TASIKMALAYA. *JURNAL BUANA PENGABDIAN*, 3(1), 149–154.  
<https://doi.org/10.36805/jurnalbuanapengabdian.v3i1.1542>

S., N., Sree R., U., & Mohan, P. (2024). Comparison of Utility-First CSS Framework. *Journal of Innovation and Technology*, 2024(1).  
<https://doi.org/10.61453/joit.v2024no32>

Salsabilla, A., Siregar, H., Wahyudin, A., & Kusnendar, J. (2024). Pengembangan Website Klinik Oxybaric Bintaro Center Menggunakan Metode Lean UX dan Relationship Marketing. *Digital Transformation Technology*, 4(2), 990–1000.  
<https://doi.org/10.47709/digitech.v4i2.5072>

Santoso, G. B., Sinaga, T. M., & Zuhdi, A. (2021). MVC Implementation In Laravel Framework For Development Web-Based E-Commerce Applications. *Intelmatics*, 1(1). <https://doi.org/10.25105/itm.v1i1.7867>

Sapitri, A., Saputra, M. W., Putri, M. A., & Efendi, Y. (2023). Redesign Aplikasi M-Banking Metode Lean UX Dengan Pengujian A/B Testing (Studi Kasus BSI). *SATIN - Sains Dan Teknologi Informasi*, 9(2), 112–124.  
<https://doi.org/10.33372/stn.v9i2.1038>

Segara, A. (2019). Penerapan Pola Tata Letak (Layout Pattern) pada Wireframing Halaman Situs Web. *Magenta | Official Journal STMK Trisakti*, 3(01), 452–464.  
<https://doi.org/10.61344/magenta.v3i01.45>

- Seidl, M., Scholz, M., Huemer, C., & Kappel, G. (2015). The Use Case Diagram. In M. Seidl, M. Scholz, C. Huemer, & G. Kappel, *UML @ Classroom* (pp. 23–47). Springer International Publishing. [https://doi.org/10.1007/978-3-319-12742-2\\_3](https://doi.org/10.1007/978-3-319-12742-2_3)
- Setyawati, E., Sarwani, Wijoyo, H., & Soeharmoko, N. (2020). *RELATIONAL DATABASE MANAGEMENT SYSTEM (RDBMS)*. Thesis Commons. <https://doi.org/10.31237/osf.io/wuk6q>
- Sholeh, A. T., Gunadhi, E., Supriatna, A. D., & Sekolah Tinggi Teknologi Garut. (2013). Mengamankan Skrip Pada Bahasa Pemrograman PHP Dengan Menggunakan Kriptografi Base64. *Jurnal Algoritma*, 10(1), 30–38. <https://doi.org/10.33364/algoritma/v.10-1.30>
- Siebenhaller, M., & Kaufmann, M. (2006). Drawing activity diagrams. *Proceedings of the 2006 ACM Symposium on Software Visualization - SoftVis '06*, 159. <https://doi.org/10.1145/1148493.1148523>
- Subecz, Z. (2021). Web-development with Laravel framework. *Gradus*, 8(1), 211–218. <https://doi.org/10.47833/2021.1.CSC.006>
- Sunardi, A. & Suharjito. (2019). MVC Architecture: A Comparative Study Between Laravel Framework and Slim Framework in Freelancer Project Monitoring System Web Based. *Procedia Computer Science*, 157, 134–141. <https://doi.org/10.1016/j.procs.2019.08.150>
- Tsani, B., Ridho, M. D., & Mahmud, F. (2024). KEKURANGAN PENGGUNAAN GOOGLE FORM DALAM EVALUASI PEMBELAJARAN: ANALISIS DAN SOLUSI UNTUK MENINGKATKAN EFektivitas EVALUASI. *Inovasi: Jurnal Ilmiah Pengembangan Pendidikan*, 2(2), 41–47.
- Wahyudi, J., Asbari, M., Sasono, I., Pramono, T., & Novitasari, D. (2022). Database Management Education in MYSQL. *Edumaspul: Jurnal Pendidikan*, 6(2), 2413–2417. <https://doi.org/10.33487/edumaspul.v6i2.4570>
- Wibawa, A. P., Ashar, M., & Patmanthara, S. (2021). Transfer Teknologi Pembuatan Curriculum Vitae Dan Poster Untuk Siswa Pondok Pesantren Al-

Munawwaroh. *Belantika Pendidikan*, 4(2), 77–81.  
<https://doi.org/10.47213/bp.v4i2.107>

Wijaya, F. D., & Pakereng, M. A. I. (2023). Perancangan Aplikasi E-Commerce FDW Store menggunakan Metode Lean UX. *Jurnal JTIK (Jurnal Teknologi Informasi Dan Komunikasi)*, 7(2), 337–347.  
<https://doi.org/10.35870/jtik.v7i2.817>

Wijayanto, D., & Firmansyah, F. (2022). Laravel Blade Templating Engine Implementation (Case Study: Muhammadiyah Lamongan Hospital Job Management System). *Conference SENATIK STT Adisutjipto Yogyakarta*, 7. <https://doi.org/10.28989/senatik.v7i0.447>

Wuryaningsih, W., Susilastuti, D. H., Darwin, M., & Pierewan, A. C. (2019). Effects of Web-Based Learning and F2F Learning on Teachers Achievement in Teacher Training Program in Indonesia. *International Journal of Emerging Technologies in Learning (iJET)*, 14(21), 123.  
<https://doi.org/10.3991/ijet.v14i21.10736>

Rahman, N. I & Rajanen (2019). Early phase of user involvement to validate the minimum viable product: An approach of Lean UX. University of Oulu

Al-Fedaghi, S. (2017). Diagramming the Class Diagram: Toward a Unified Modeling Methodology. arXiv: Software Engineering. <https://dblp.uni-trier.de/db/journals/corr/corr1710.html#abs-1710-00202>

Al-Fedaghi, S. (2017). Diagramming the Class Diagram: Toward a Unified Modeling Methodology. arXiv: Software Engineering. <https://dblp.uni-trier.de/db/journals/corr/corr1710.html#abs-1710-00202>

Purwanto, Y. (2001). Singkat Tepat dan Jelas Pemrograman Web dengan PHP.

Risawandi. (2019). Mudah menguasai PHP & MySQL dalam 24 jam. Unimal Press. ISBN 978-602-464-074-3