

## DAFTAR PUSTAKA

- Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). *1. Introduction and History*.  
14.
- Affairs, A. S. for P. (2013, September 6). *System Usability Scale (SUS)*. Department of Health and Human Services. [system-usability-scale.html](http://system-usability-scale.html)
- Alathas, H. (2018, Oktober 20). *Bagaimana Mengukur kebergunaan produk dengan System Usability Scale (SUS) Score*. Medium. <https://medium.com/kelasux/bagaimana-mengukur-kebergunaan-produk-dengan-system-usability-scale-sus-score-2d6843ca780a>
- Ambarwati, U. (2020, Maret 9). *Mengenal calon pengguna lebih dekat #1—User Persona*. Medium. <https://medium.com/belajar-desain/mengenal-calon-pengguna-lebih-dekat-1-user-persona-699414e20270>
- Anthony. (2010, Agustus 18). *Wireframes vs. Mockups: What's the Difference?* <https://uxmovement.com/wireframes/wireframes-vs-mockups-whats-the-difference/>
- Bangor, A., Blvd, A., Kortum, P., & Miller, J. (2009). *AT&T Labs* (Vol. 4).
- Barbaroux, M. (2015). *Untangling UX, part 1: Design Thinking vs UCD*. Cambridge Consultants. <https://www.cambridgeconsultants.com/insights/untangling-ux-part-1-design-thinking-vs-ucd>
- Benyon, D. (2019). *Designing User Experience*. Pearson UK.
- Brooke, J. (2013). SUS : A Retrospective. *Journal of Usability Studies*, 8(2), 29–40.

- Harley, A. (2015, Februari 16). *Personas Make Users Memorable for Product Team Members*. Nielsen Norman Group. <https://www.nngroup.com/articles/persona/>
- Irene, F. (2020, Maret 8). *USER-CENTERED DESIGN*. Medium. <https://medium.com/@febbyirene26/user-centered-design-cb58d0db2257>
- Islam, M. R. (2018). *Sample Size and Its Role in Central Limit Theorem (CLT)*. 4, No. 1, 8.
- Kalbach, J. (2016). *Mapping Experiences: A Complete Guide to Creating Value through Journeys, Blueprints, and Diagrams*. O'Reilly Media, Inc.
- Koch, J., Taffin, N., Lucero, A., & Mackay, W. E. (2020). SemanticCollage: Enriching Digital Mood Board Design with Semantic Labels. *Proceedings of the 2020 ACM Designing Interactive Systems Conference*, 407–418. <https://doi.org/10.1145/3357236.3395494>
- KOMINFO, P. (2019, Februari 28). *Kemkominfo: Pertumbuhan e-Commerce Indonesia Capai 78 Persen*. Website Resmi Kementerian Komunikasi Dan Informatika RI. [http://content/detail/16770/kemkominfo-pertumbuhan-e-commerce-indonesia-capai-78-persen/0/sorotan\\_media](http://content/detail/16770/kemkominfo-pertumbuhan-e-commerce-indonesia-capai-78-persen/0/sorotan_media)
- Lubis, R. F. (2018). Perancangan Antarmuka Aplikasi Berbasis Web Menggunakan User Centered Design Dalam Pembelajaran Keragaman Budaya. *JURTEKSI*, 4(1), 1–6. <https://doi.org/10.33330/jurteksi.v4i1.2>
- Mayhew, D. J. (2008). *Principles and Guidelines in Software User Interface Design* (1 ed.). Pearson.
- Mustami, M. K. (2016). *Metode Penelitian Pendidikan* (Yogyakarta). Aynat.
- Nielsen, J. (2010). *Usability engineering* (Nachdr.). Kaufmann.

- Ningrum, S. W., Akrunanda, I., & Perdanakusuma, A. R. (2019). *Evaluasi dan Perbaikan Usability Aplikasi Mobile Ojesy Menggunakan Metode Usability Testing dan Use Questionnaire*. 3, 10.
- Norman, D. (2017). *The Definition of User Experience (UX)*.  
<https://www.nngroup.com/articles/definition-user-experience/>
- Ogedebe, P. M., & Jacob, B. P. (2012). *Software Prototyping: A Strategy to Use When User Lacks Data Processing Experience*. 2, 6.
- Pangaribuan, T. (2019, Maret 31). *PROTOTYPING DALAM PROSES DESIGN THINKING*. Medium. <https://medium.com/@trispangrib/prototyping-dalam-proses-design-thinking-abca91721570>
- Ramadhan, E. G. (2017, Desember 13). *Low fidelity dan high fidelity Mockup*. Medium. <https://medium.com/codelabs-unikom/low-fidelity-dan-high-fidelity-mockup-a40f04b4af69>
- Robert, J.-M., & Lesage, A. (2011). *Designing and Evaluating User Experience*. Dalam *The Handbook of Human-Machine Interaction*. CRC Press.
- Rummel, B. (2015, Januari 6). *Quick UX Assessment? Start with the System Usability Scale*. SAP User Experience Community.  
<https://experience.sap.com/skillup/quick-ux-assessment-start-with-the-system-usability-scale/>
- Schlatter, T., & Levinson, D. A. (2013). *Visual usability: Principles and practices for designing digital applications*. Morgan Kaufmann Publishers is an imprint of Elsevier.

Sekaran, U. (2009). *Research Methods For Business (Metodologi Penelitian Untuk Bisnis)*. Salemba Empat.

[http://ucs.sulselib.net//index.php?p=show\\_detail&id=56423](http://ucs.sulselib.net//index.php?p=show_detail&id=56423)

Wicaksana, M. (2019, Juli 1). *Wireframe, Mockup & Prototype “APA BEDANYA?”* Medium. <https://medium.com/ux-orbit-insight/wireframe-mockup-prototype-apa-bedanya-781543b47372>