

## DAFTAR PUSTAKA

- Abascal, J., Barbosa, S., Fetter, M., Gross, T., Palanque, P., & Winckler, M. (2015). Human-Computer Interaction - INTERACT 2015 15th IFIP TC 13 International Conference Bamberg, Germany, September 14-18, 2015 Proceedings, Part II. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 9297(May). <https://doi.org/10.1007/978-3-319-22668-2>
- Adhabi, E. A. R., & Anozie, C. B. L. (2017). Literature Review for the Type of Interview in Qualitative Research. *International Journal of Education*, 9(3), 86. <https://doi.org/10.5296/ije.v9i3.11483>
- Amalina, S., Wahid, F., Satriadi, V., Farhani, F. S., & Setiani, N. (2017). Rancang Purwarupa Aplikasi UniBook Menggunakan Metode Pendekatan Design Thinking. *Seminar Nasional Aplikasi Teknologi Informasi (SNATi)*, October, 50–55.
- Azmi, M., Kharisma, A. P., & Akbar, M. A. (2019). Evaluasi User Experience Aplikasi Mobile Pemesanan Makanan Online dengan Metode Design Thinking ( Studi Kasus GrabFood ). *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 3(8), 7963–7972.
- Bevan, N., Carter, J., & Harker, S. (2015). Iso 9241-11 revised: What have we learnt about usability since 1998? *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 9169, 143–151. [https://doi.org/10.1007/978-3-319-20901-2\\_13](https://doi.org/10.1007/978-3-319-20901-2_13)
- Dewananto, N. A., Tolle, H., & Az-zahra, H. M. (2019). Perancangan User Experience Menggunakan Metode Human Centered Design Pada Aplikasi Mobile Portal Berita Tabloidjubi. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer (J-PTIHK) Universitas Brawijaya*, 3(3), 2916–2922.
- Foster, M. K. (2021). Design Thinking: A Creative Approach to Problem Solving. *Management Teaching Review*, 6(2), 123–140. <https://doi.org/10.1177/2379298119871468>
- Gibbons, S. (2018). Using Prioritization Matrices to Inform UX Decisions. In

- Nielsen Norman Group. <https://www.nngroup.com/articles/prioritization-matrices/>
- Hussain, A., Mkpojiogu, E. O. C., & Hussain, Z. (2015). Usability Evaluation of a Web-Based Health Awareness Portal on Smartphone. *Jurnal Teknologi (Sciences & Engineering)*, 4, 1–5.
- Mursyidah, A., Aknuranda, I., & Az-zahra, H. M. (2019). Perancangan Antarmuka Pengguna Sistem Informasi Prosedur Pelayanan Umum Menggunakan Metode Design Thinking ( Studi Kasus : Fakultas Ilmu Komputer Universitas Brawijaya ). 3(4), 3931–3938.
- Nielsen's Alertbox, J. (2003). Usability 101: Introduction to Usability. In *Usability* (Vol. 101). <http://tfa.stanford.edu/download/IntroToUsability.pdf>
- Nielsen, J. (2000). *testing 5 user*. NNGroup.
- Nurhadryani, Y., Sianturi, S. K., Hermadi, I., & Khotimah, H. (2013). Pengujian Usability untuk Meningkatkan Antarmuka Aplikasi Mobile. *Jurnal Ilmu Komputer Dan Agri-Informatika*, 2(2), 83. <https://doi.org/10.29244/jika.2.2.83-93>
- Oktaviani, T. W. (2014). Perancangan User Interface Berbasis Web untuk Home Automation Gateway Berbasis IQRF TR53B. *Jnteti 2014*, 03(03), 179–186.
- Razi, A. A., Mutiaz, I. R., & Setiawan, P. (2018). Penerapan Metode Design Thinking Pada Model Perancangan Ui/Ux Aplikasi Penanganan Laporan Kehilangan Dan Temuan Barang Tercecer. *Desain Komunikasi Visual, Manajemen Desain Dan Periklanan (Demandia)*, 3(02), 219. <https://doi.org/10.25124/demandia.v3i02.1549>
- Razzouk, R., & Shute, V. (2012). What Is Design Thinking and Why Is It Important? *Review of Educational Research*, 82(3), 330–348. <https://doi.org/10.3102/0034654312457429>
- Shazkya, A. B., Rokhmawati, R. I., & ... (2018). Analisis Pengalaman Pengguna Dengan Menggunakan Mixed-Methods Approach Studi Pada Website Coppamagz. *Jurnal Pengembangan ...*, 2(9), 3000–3005. <http://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/2103>
- Susilo, E., Wijaya, F. D., & Hartanto, R. (2018). Perancangan dan Evaluasi User Interface Aplikasi Smart Grid Berbasis Mobile Application. *Jurnal Nasional*

*Teknik Elektro Dan Teknologi Informasi (JNTETI)*, 7(2), 150–157.  
<https://doi.org/10.22146/jnteti.v7i2.416>

Tristiaratri, A., Brata, A. H., & Fanani, L. (2017). Perbandingan User Interface Aplikasi Mobile Pemesanan Tiket Pesawat Online dengan Design Thinking. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer E-ISSN*, 2548(6), 964X.

Williams, M. (2011). Questionnaire Design. In *Making Sense of Social Research* (pp. 104–123). <https://doi.org/10.4135/9781849209434.n7>