

## REFERENCES

- Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). *User-Centered Design*. Sage Publications.
- Adzharuddin, N. (2013). Learning Management System (LMS) among University Students: Does It Work? *International Journal of E-Education, e-Business, e-Management and e-Learning*. <https://doi.org/10.7763/ijeeee.2013.v3.233>
- Atsalatsa, F. (2019). *PENGEMBANGAN DESAIN ANTARMUKA PENGGUNA METACOGNITIVE TRAINING SYSTEM YANG MENDUKUNG SELF-REGULATION LEARNING UNTUK MATA KULIAH ALGORITME*.
- Brill, J. M., & Galloway, C. (2006). *Perils and promises: University instructors' integration of technology in classroom-based practices*.
- Brooke, J. (1995). *SUS: A quick and dirty usability scale Display design for fault diagnosis View project Decision Making in General Practice View project*. <https://www.researchgate.net/publication/228593520>
- Browne, T., Jenkins, M., & Walker, R. (2006). A longitudinal perspective regarding the use of VLEs by higher education institutions in the United Kingdom. *Interactive Learning Environments*, 14(2), 177–192. <https://doi.org/10.1080/10494820600852795>
- Chammas, A., Quaresma, M., & Mont'Alvão, C. (2015). A Closer Look on the User Centred Design. *Procedia Manufacturing*, 3, 5397–5404. <https://doi.org/10.1016/j.promfg.2015.07.656>
- Dahrurozak, D. (2017). *ANALYZING OF ELISA USER EXPERIENCE WITH USER-CENTERED DESIGN APPROACH AND USABILITY TESTING EVALUATION METHOD*.
- Fessenden, T. (2017, October 22). *Horizontal Attention Leans Left*.
- Fessenden, T. (2021, April 11). *Design Systems 101*.
- Fitron, R. (2020). *ANALISIS USER EXPERIENCE PADA E-LEARNING MODEL MOOC MENGGUNAKAN USER-CENTERED METRICS (STUDI KASUS: eLOK)*.

- Garrett, J. J. (2010). *The elements of user experience : user-centered design for the Web and beyond* (Vol. 2).
- Gibbons, S. (2021, November 14). *5 Prioritization Methods in UX Roadmapping*.
- Guri-Rosenblit, S. (2009). *Distance Education in the Digital Age: Common Misconceptions and Challenging Tasks* (Vol. 23, Issue 2).
- Handayani, V., Lukman Budiono, F., Rosyada, D., Nisa Sofia Amriza, R., Zulkifli, & Ummi Masruroh, S. (2020, October 23). Gamified Learning Platform Analysis for Designing a Gamification-Based UI / UX of E-learning Applications: A Systematic Literature Review. *2020 8th International Conference on Cyber and IT Service Management, CITSM 2020*. <https://doi.org/10.1109/CITSM50537.2020.9268791>
- Harrati, N., Bouchrika, I., Tari, A., & Ladjailia, A. (2016). Exploring user satisfaction for e-learning systems via usage-based metrics and system usability scale analysis. *Computers in Human Behavior*, *61*, 463–471. <https://doi.org/10.1016/j.chb.2016.03.051>
- Interaction Design Foundation. (n.d.). *User Centered Design*.
- International Organization for Standardization. (2018). *Ergonomics of human-system interaction — Part 11: Usability: Definitions and concepts*.
- Justin, M. (2019, September 13). *Usability Metrics - A Guide To Quantify The Usability of Any System*.
- Karray, F., Alemzadeh, M., Saleh, J. A., & Arab, M. N. (2008). Human-Computer Interaction: Overview on State of the Art. *International Journal on Smart Sensing and Intelligent Systems*, *1*(1), 137–159. <https://doi.org/10.21307/ijssis-2017-283>
- Kasim, N. N. M., & Khalid, F. (2016). Choosing the right learning management system (LMS) for the higher education institution context: A systematic review. *International Journal of Emerging Technologies in Learning*, *11*(6), 55–61. <https://doi.org/10.3991/ijet.v11i06.5644>
- Kunju, S. P. (2021). *What are the different types of LMS out there?*
- Laubheimer, P. (2021). *Left-Side Vertical Navigation on Desktop: Scalable, Responsive, and Easy to Scan*.

- Liu, S., Liang, T., Shao, S., & Kong, J. (2020). Evaluating Localized MOOCs: The Role of Culture on Interface Design and User Experience. *IEEE Access*, 8, 107927–107940. <https://doi.org/10.1109/ACCESS.2020.2986036>
- Maslov, I., & Nikou, S. (2020). *Usability and UX of Learning Management Systems: An Eye-Tracking Approach*.
- Mcauley, A., Stewart, B., Siemens, G., & Cormier, D. (2010). *THE MOOC MODEL FOR DIGITAL PRACTICE: Digital ways of knowing and learning*. <http://www.flickr.com/photos/ecstaticist/3570660643/>
- Morville, P. (2004, June 21). *User Experience Design*.
- Nielsen, J. (2006). *Quantitative Studies: How Many Users to Test?*
- Nielsen, J., & Landauer, T. K. (1993). *A Mathematical Model of the Finding of Usability Problems*.
- Nielsen Norman Group. (2021). *When to Use Which User-Experience Research Methods*.
- Nielson, B. (2015). *The Difference Between a MOOC and an LMS?*
- Olsen, D. R., Arthur, R. B., & SIGCHI (Group : U.S.). (2009). *Proceedings of the 27th International Conference on Human Factors in Computing Systems : April 4-9, 2009, Boston, MA, USA*. ACM Press.
- Punie, Y. (2007). Learning spaces: An ICT-enabled model of future learning in the Knowledge-based Society. *European Journal of Education*, 42(2), 185–199. <https://doi.org/10.1111/j.1465-3435.2007.00302.x>
- Rae, M. (2020, June). *What Makes a Good User Experience? Adobe XD*.
- Rahmady, R. J. (2017). *MENGGUNAKAN HEURISTICS OF RESPONSIVE WEB DESIGN DAN METODE SUS (SYSTEM USABILITY SCALE) USER INTERFACE AND USER EXPERIENCE IMPLEMENTATION IN LEARNING MANAGEMENT SYSTEM ELISA UNIVERSITAS GADJAH MADA USING HEURISTICS OF RESPONSIVE WEB DESIGN AND SUS (SYSTEM USABILITY SCALE) METHOD*.

- Rahman, A. A., & Arifin, M. A. (2019). Adopting learning management system in Indonesian Higher Education: The encountering challenges to the transformation. In *Article in Asian EFL Journal*. <https://www.researchgate.net/publication/347598350>
- Regueiro-Gómez, A., Scheja, M., Garrote Jurado, R., Pettersson, T., Regueiro Gomez, A., Teacher, S., & Superior Politécnico José Antonio Echevarría, I. (2014). *CLASSIFICATION OF THE FEATURES IN LEARNING MANAGEMENT SYSTEMS*. <https://www.researchgate.net/publication/269274616>
- Robinson, J., Lanius, C., & Weber, R. (2018). The past, present, and future of UX empirical research. *Communication Design Quarterly*, 5(3), 10–23. <https://doi.org/10.1145/3188173.3188175>
- Rodden, K., Hutchingson, H., & Fu, X. (2010). *Measuring the User Experience on a Large Scale: User-Centered Metrics for Web Applications*. Association for Computing Machinery.
- Rohrer, C. (2022). *When to Use Which User-Experience Research Methods*. Nielsen Norman Group.
- Rosala, M. (2021, January 17). *Using “How Might We” Questions to Ideate on the Right Problems*.
- Sabharwal, R., Hossain, M. R., Chugh, R., & Wells, M. (2019). Learning Management Systems in the Workplace: A Literature Review. *Proceedings of 2018 IEEE International Conference on Teaching, Assessment, and Learning for Engineering, TALE 2018*, 387–393. <https://doi.org/10.1109/TALE.2018.8615158>
- Saffer, D. (2010). *Designing for Interactions* (2nd ed.). [www.newriders.com](http://www.newriders.com)
- Sauro, J. (2011a). *Measuring Usability with the System Usability Scale (SUS)*.
- Sauro, J. (2011b, March 21). *What Is A Good Task-Completion Rate?*
- Sauro, J. (2011c, November 30). *10 Essential Usability Metrics*.
- Schrepp, M. (2015). *User Experience Questionnaire Handbook*. <https://doi.org/10.13140/RG.2.1.2815.0245>

- Shalamova, N. (2016). Blending engineering content with design thinking and UX to maximize student engagement in a technical communication class. *IEEE International Professional Communication Conference, 2016-November*.  
<https://doi.org/10.1109/IPCC.2016.7740493>
- Sharma, V., & Tiwari, A. K. (2021). *A study on User Interface and User Experience Designs and its Tools*. 12(6). <https://www.iso.org/obp/ui/#iso:std:iso:9241:-11:ed-1:v1:en>.
- Strmečki, D., Bernik, A., & Radošević, D. (2015). Gamification in e-learning: Introducing gamified design elements into e-learning systems. *Journal of Computer Science*, 11(12), 1108–1117. <https://doi.org/10.3844/jcssp.2015.1108.1117>
- Sukanto, R. A., Wibisono, Y., & Agitya, D. G. (2020). Enhancing the User Experience of Portal Website using User-Centered Design Method. *2020 6th International Conference on Science in Information Technology: Embracing Industry 4.0: Towards Innovation in Disaster Management, ICSITech 2020*, 171–175.  
<https://doi.org/10.1109/ICSITech49800.2020.9392044>
- Techstacker. (2020, July 5). *How Letter-spacing Affects Text Legibility in Typography*.
- Turnbull, D., Chugh, R., & Luck, J. (2021). Learning management systems: a review of the research methodology literature in Australia and China. *International Journal of Research and Method in Education*, 44(2), 164–178.  
<https://doi.org/10.1080/1743727X.2020.1737002>
- Universitas Gadjah Mada. (2017). *Hibah Massive Open Online Course ( MOOC ) Universitas Gadjah Mada 2017 Pusat Inovasi dan Kajian Akademik ( PIKA )*.
- Universitas Gadjah Mada. (2019). *UGM Dalam Angka*.