

DAFTAR ISI

| | |
|--|------|
| HALAMAN PENGESAHAN | i |
| PERSETUJUAN DOSEN PEMBIMBING | ii |
| BUKTI BEBAS PLAGIASI..... | iii |
| DAFTAR ISI | iv |
| DAFTAR GAMBAR | vi |
| DAFTAR TABEL | viii |
| ABSTRAK | ix |
| ABSTRACT | x |
| RINGKASAN EKSEKUTIF..... | xi |
| BAB 1 PENGANTAR | 1 |
| BAB 2 DASAR TEORI PENDUKUNG | 3 |
| 2.1 <i>Requirement Engineering</i> | 3 |
| 2.2 <i>User Experience</i> | 4 |
| 2.3 <i>User Interface Design</i> | 5 |
| 2.4 <i>User Flow</i> | 5 |
| 2.5 <i>Wireframe</i> | 5 |
| 2.6 <i>Prototype</i> | 6 |
| 2.7 <i>Pain Point</i> | 6 |
| 2.8 <i>How Might We</i> | 6 |
| 2.9 <i>Diagram Afinitas</i> | 6 |
| 2.10 <i>Single Ease Question</i> | 7 |
| BAB 3 ANALISIS STUDI PUSTAKA KUNCI DAN PEMILIHAN METODE | 8 |
| 3.1 Analisis Requirement Engineering dalam Scrum..... | 8 |
| 3.2 Analisis Metode Pengembangan Aplikasi | 12 |
| 3.3 Analisis Perancangan Antarmuka..... | 13 |
| 3.4 Metode yang Digunakan..... | 15 |
| BAB 4 DETAIL IMPLEMENTASI | 17 |
| 4.1 <i>Luaran Capstone Project</i> beserta Spesifikasinya | 17 |
| 4.2 Batasan Masalah | 21 |
| 4.3 Detail Rancangan..... | 25 |



| | | |
|-----------------------|---|-----------|
| BAB 5 | PENGUJIAN DAN PEMBAHASAN | 63 |
| | 5.1 Pengujian dan Pembahasan | 63 |
| | 5.2 <i>Improvement</i> | 73 |
| BAB 6 | ANALISIS MENGENAI PENGARUH SOLUSI <i>ENGINEERING DESIGN</i>..... | 77 |
| BAB 7 | KESIMPULAN DAN SARAN | 79 |
| | 7.1 Kesimpulan..... | 79 |
| | 7.2 Saran | 79 |
| REFERENSI..... | | 80 |

DAFTAR GAMBAR

| | |
|---|----|
| Gambar 3.1 Proses <i>Requirement Change Management</i> oleh Bhatti et al. | 9 |
| Gambar 3.2 AZ-Model <i>Framework</i> , (ICE Cube Journal, 2018) | 11 |
| Gambar 3.3 Tahapan <i>Waterfall Method</i> | 12 |
| Gambar 3.4 <i>Scrum Framework</i> | 13 |
| Gambar 4.1 Proses <i>Design Thinking</i> , (interaction-design.org) | 26 |
| Gambar 4.2 Daftar <i>Pain Point</i> Pada tahap <i>Define</i> | 27 |
| Gambar 4.3 Daftar <i>How Might We</i> Pada Tahap <i>Define</i> | 28 |
| Gambar 4.4 Daftar Ide Solusi Pada Tahap <i>Ideate</i> | 29 |
| Gambar 4.5 Afinitas Diagram Pada Tahap <i>Ideate</i> | 30 |
| Gambar 4.6 Proses Bisnis Aplikasi RCM | 31 |
| Gambar 4.7 Diagram <i>Use Case</i> | 34 |
| Gambar 4.8 Arsitektur Informasi | 35 |
| Gambar 4.9 <i>Flowchart</i> Aplikasi RCM | 36 |
| Gambar 4.10 <i>Wireframe</i> Halaman <i>Landing</i> | 38 |
| Gambar 4.11 Purwarupa Halaman <i>Landing</i> | 38 |
| Gambar 4.12 Purwarupa Halaman <i>Login</i> | 39 |
| Gambar 4.13 <i>Wireframe</i> Halaman <i>Dashboard</i> | 40 |
| Gambar 4.14 Purwarupa Halaman <i>Dashboard</i> | 40 |
| Gambar 4.15 <i>Wireframe</i> Halaman <i>Project Detail</i> | 41 |
| Gambar 4.16 Purwarupa Halaman <i>Project Detail</i> | 42 |
| Gambar 4.17 Purwarupa Halaman <i>Generate Meeting</i> | 42 |
| Gambar 4.18 Purwarupa Halaman <i>Meeting Artifact</i> | 43 |
| Gambar 4.19 Purwarupa Halaman <i>Meeting Artifact</i> | 44 |
| Gambar 4.20 Purwarupa Halaman <i>Add Recording Link</i> | 44 |
| Gambar 4.21 <i>Wireframe</i> Halaman <i>Meeting Note</i> | 45 |
| Gambar 4.22 Purwarupa Halaman <i>Meeting Note</i> | 46 |
| Gambar 4.23 Purwarupa Halaman <i>Changes review</i> | 46 |
| Gambar 4.24 Purwarupa Halaman <i>Project Report</i> | 47 |
| Gambar 4.25 Purwarupa Halaman <i>Generate Report</i> | 48 |
| Gambar 4.26 Skala <i>Single Ease Question</i> | 50 |
| Gambar 4.27 <i>Activity Diagram</i> Proses <i>Sign In</i> | 51 |
| Gambar 4.28 <i>Activity Diagram</i> Proses <i>Sign Up</i> | 52 |

| | |
|--|----|
| Gambar 4.29 Tampilan Halaman <i>Sign In</i> | 52 |
| Gambar 4.30 Tampilan Halaman <i>Sign Up</i> | 53 |
| Gambar 4.31 <i>Activity Diagram</i> Proses Validasi PAT | 53 |
| Gambar 4.32 Tampilan Halaman Profil | 54 |
| Gambar 4.33 <i>Activity Diagram</i> pada <i>Dashboard</i> | 55 |
| Gambar 4.34 Tampilan <i>Dashboard</i> Organisasi | 55 |
| Gambar 4.35 Tampilan <i>Dashboard Project</i> | 56 |
| Gambar 4.36 <i>Activity Diagram</i> Proses <i>Generate Meeting</i> | 56 |
| Gambar 4.37 Tampilan <i>Pop Up Generate Meeting</i> | 57 |
| Gambar 4.38 Tampilan <i>Invitasi Meeting</i> | 57 |
| Gambar 4.39 <i>Activity Diagram</i> pada <i>Meeting Artifact</i> | 58 |
| Gambar 4.40 Tampilan Halaman <i>Meeting Artifact</i> | 58 |
| Gambar 4.41 <i>Activity Diagram</i> pada <i>Meeting Notes</i> | 59 |
| Gambar 4.42 Tampilan <i>Form New Note</i> | 59 |
| Gambar 4.43 Tampilan Halaman <i>Meeting Notes</i> dengan 3 <i>Change Request</i> | 60 |
| Gambar 4.44 <i>Activity Diagram Generate Report</i> | 60 |
| Gambar 4.45 Halaman <i>Report</i> | 61 |
| Gambar 4.46 <i>Activity Diagram</i> pada Halaman <i>Project Report</i> | 62 |
| Gambar 4.47 Tampilan Halaman <i>Project Report</i> | 62 |
| Gambar 6.1 <i>Deployment Diagram</i> Aplikasi RCM | 77 |

DAFTAR TABEL

| | |
|---|----|
| Tabel 4.1 Luaran Aplikasi RCM | 17 |
| Tabel 4.2 Spesifikasi Luaran Aplikasi RCM | 17 |
| Tabel 4.3 <i>Functional and non-functional requirements</i> Aplikasi RCM | 33 |
| Tabel 4.4 <i>Library, component, dan framework</i> Pada Aplikasi RCM | 51 |
| Tabel 5.1 Hasil Usability Testing | 63 |
| Tabel 5.2 Hasil <i>Usability Testing</i> Dengan Skala <i>Single Ease Question</i> | 64 |
| Tabel 5.3 Hasil Pengujian Antarmuka Pengguna | 65 |
| Tabel 5.4 Hasil Uji Fungsionalitas | 68 |
| Tabel 5.5 Halaman Baru di Aplikasi RCM | 73 |
| Tabel 5.6 <i>User Story</i> Aplikasi RCM | 74 |
| Tabel 6.1 Anggaran Biaya Implementasi Aplikasi RCM | 78 |