

## DAFTAR PUSTAKA

- [1] "What is sus (system usability scale)?" UXArmy. [Online]. Available: <https://help.uxarmy.com/guide/60abcf8d996431b22ff32df>
- [2] J. Sauro, "5 ways to interpret a sus score," MeasuringU, September 2018. [Online]. Available: <https://measuringu.com/interpret-sus-score/>
- [3] M. P. Cota, J. Thomaschewski, M. Schrepp, and R. Gonçalves, "Efficient measurement of the user experience. a portuguese version," *Procedia Computer Science*, vol. 27, August 2017.
- [4] "Low fidelity vs high fidelity wireframes: Which should you use?" moqups, June 2021. [Online]. Available: <https://moqups.com/blog/low-fidelity-vs-high-fidelity-wireframes/>
- [5] "User centered design," Interaction Design Foundation. [Online]. Available: <https://www.interaction-design.org/literature/topics/user-centered-design>
- [6] "Pain points and personas," The Persona Blog, February 2021. [Online]. Available: <https://persona.qcri.org/blog/pain-points-and-personas/>
- [7] "Color theory in advertising," Philosophy Communication, April 2014. [Online]. Available: <https://philosophycommunication.com/philosophies/advertising-color-theory/>
- [8] G. S. Megahantara, "Pengaruh teknologi terhadap pendidikan di abad 21," 2021. [Online]. Available: <http://megahantara.blogs.uny.ac.id/wp-content/uploads/sites/15470/2017/10/jurnal.pdf>
- [9] F. A. Mokhtar, "Rethinking conventional teaching in language learning and proposing edmodo as intervention: A qualitative analysis," *Malaysian Online Journal of Educational Technology*, 2016.
- [10] "Proporsi individu yang menguasai/memiliki telepon genggam menurut kelompok umur (persen), 2020-2022," Badan Pusat Statistik, March 2023. [Online]. Available: <https://www.bps.go.id/indicator/27/1222/1/proporsi-individu-yang-menguasai-memiliki-telepon-genggam-menurut-kelompok-umur.html>
- [11] "Survey penggunaan teknologi informasi dan komunikasi serta implikasinya terhadap aspek sosial budaya masyarakat," Pusat Penelitian dan Pengembangan Aplikasi Informatika dan Informasi dan Komunikasi Publik Badan Penelitian dan Pengembangan Sumber Daya Manusia, Jl. Medan Merdeka Barat No.9 Jakarta, 2017.
- [12] A. Bamidele, "The use of mobile learning to improve students' motivation and the achievement of learning outcomes," *KIU Journal of Humanities*, May 2021. [Online]. Available: [https://www.researchgate.net/publication/360422974\\_The\\_Use\\_of\\_Mobile\\_Learning\\_to\\_Improve\\_Students%27\\_Motivation\\_and\\_the\\_Achievement\\_of\\_Learning\\_Outcomes](https://www.researchgate.net/publication/360422974_The_Use_of_Mobile_Learning_to_Improve_Students%27_Motivation_and_the_Achievement_of_Learning_Outcomes)

- [13] A. Granić, "Technology in use: The importance of good interface design," in *Infocom Technologies and Unmanned Systems (Trends and Future Directions) (ICTUS)*, December 2017. [Online]. Available: <https://ieeexplore.ieee.org/document/8285972>
- [14] Z. P. Sabrina, "Rancang bangun antarmuka aplikasi anaries: Media pembelajaran ar dan vr untuk mahasiswa pendidikan kedokteran fkkmk universitas gadjah mada," Bachelor's Thesis, Universitas Gadjah Mada, 2020.
- [15] K. Z. Muhammad Arief, "Usability and user experience analysis of assemblr edu as an augmented reality based mobile learning application using qualitative and quantitative approach for 3d printing modules," Bachelor's Thesis, Universitas Gadjah Mada, 2022.
- [16] S. Wahyu and I. N. Hapsari, "Perancangan interaksi panduan pembelajaran berbasis personalisasi menggunakan activity-centered design," Bachelor's Thesis, Universitas Esa Unggul, 2021. [Online]. Available: <https://www.neliti.com/id/publications/368401/perancangan-interaksi-panduan-pembelajaran-berbasis-personalisasi-pada-e-learnin>
- [17] M. J. Girinda, T. Amelia, and E. Rahmawati, "Penerapan metode goal directed design untuk evaluasi dan perbaikan user interface dalam meningkatkan user experience pada aplikasi hestibell," Bachelor's Thesis, Universitas Dinamika, 2022. [Online]. Available: <https://jurnal.dinamika.ac.id/index.php/jsika/article/view/4210>
- [18] S. R. Wibowo, I. Aknuranda, and Suprpto, "Evaluasi pengalaman pengguna dan perbaikan rancangan antarmuka pengguna sistem informasi akademik mahasiswa universitas brawijaya," *Pengembangan Teknologi Informasi dan Ilmu Komputer Universitas Brawijaya*, vol. 5, no. 8, pp. 3462–3471, August 2021. [Online]. Available: <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/9600>
- [19] A. H. A. Rosyid, R. Rusdianawati, and Z. P. Sabrina, "Pengembangan media pembelajaran anatomi kepala manusia untuk fakultas kedokteran, kesehatan masyarakat, dan keperawatan universitas gadjah mada," Bachelor's Thesis, Universitas Gadjah Mada, 2020.
- [20] A. Williams, "User-centered design, activity-centered design, and goal-directed design: a review of three methods for designing web applications," in *27th Annual International Conference on Design of Communication*, October 2009.
- [21] K. Vredenburg, J.-y. Mao, P. W. Smith, and T. Carey, "A survey of user-centered design practice," in *SIGCHI*, April 2002.
- [22] V. Sharma and A. K. Tiwari, "A study on user interface and user experience designs and its tools," *World Journal of Research and Review (WJRR)*, vol. 12, no. 6, pp. 41–44, June 2021.
- [23] L. P. Kusuma, "6 tools ui/ux design yang sering dipakai designer," Dicoding, October 2022. [Online]. Available: <https://www.dicoding.com/blog/6-tools-ui-ux-design-yang-sering-dipakai-designer/>

- [24] “Ergonomics of human-system interaction — part 210: Human-centred design for interactive systems,” International Organization for Standardization, 2019. [Online]. Available: <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-2:v1:en>
- [25] F. Y. Guo, “Not just usability – the four elements of user experience,” UX Strategized, 2012. [Online]. Available: [http://uxstrategized.com/White\\_Paper\\_Four\\_Elements\\_of\\_User\\_Experience.pdf](http://uxstrategized.com/White_Paper_Four_Elements_of_User_Experience.pdf)
- [26] “Ux research,” Interaction Design Foundation. [Online]. Available: <https://www.interaction-design.org/literature/topics/ux-research>
- [27] J. Nielsen, “Usability 101: Introduction to usability,” January 2012. [Online]. Available: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- [28] “Usability testing,” usability.gov. [Online]. Available: <https://www.usability.gov/how-to-and-tools/methods/usability-testing.html>
- [29] J. Brooke, “Sus - a quick and dirty usability scale,” November 1995. [Online]. Available: [https://www.researchgate.net/publication/228593520\\_SUS\\_A\\_quick\\_and\\_dirty\\_usability\\_scale](https://www.researchgate.net/publication/228593520_SUS_A_quick_and_dirty_usability_scale)
- [30] A. Bangor, P. Kortum, and J. Miller, “Determining what individual sus scores mean: Adding an adjective rating scale,” *Journal of User Experience*, 2008.
- [31] B. Laugwitz, T. Held, and M. Schrepp, “Construction and evaluation of a user experience questionnaire,” in *HCI and Usability for Education and Work, 4th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society*, vol. 5298, November 2008.
- [32] A. Hinderks, M. Schrepp, and J. Thomaschewski, “User experience questionnaire,” 2018. [Online]. Available: <https://www.ueq-online.org/>
- [33] M. J. Hamm, *Wireframing Essentials*. Birmingham: PACKT Publishing, January 2014. [Online]. Available: <http://www.nicolasespinoza.cl/wp-content/uploads/2018/04/Matthew-J.-Hamm-Wireframing-Essentials.-An-introduction-to-user-experience-design-2014.pdf>
- [34] P. Simic, “Low-fidelity vs. high-fidelity wireframes: the main differences,” September 2022. [Online]. Available: <https://www.practical-ui.com/>
- [35] J. Cao, K. Zieba, and M. Ellis, *The Ultimage Guide to Prototyping*, UXPin, 2015. [Online]. Available: [https://s3.amazonaws.com/uxpin/the\\_guide\\_to\\_prototyping.pdf](https://s3.amazonaws.com/uxpin/the_guide_to_prototyping.pdf)
- [36] D. Doroftei, G. D. Cubber, R. Wagemans, and A. Matos, *User-Centered Design*. Intech, August 2017. [Online]. Available: [https://www.researchgate.net/publication/319388805\\_User-Centered\\_Design](https://www.researchgate.net/publication/319388805_User-Centered_Design)
- [37] J. J. Garrett, *The Elements of User Experience*. New Riders, 2011. [Online]. Available: [https://www.academia.edu/6511543/The\\_Elements\\_of\\_User\\_Experience\\_User\\_Centered\\_Design\\_for\\_the\\_Web\\_and\\_Beyond\\_Second\\_Edition](https://www.academia.edu/6511543/The_Elements_of_User_Experience_User_Centered_Design_for_the_Web_and_Beyond_Second_Edition)

- [58] "User centered design," Interaction Design Foundation. [Online]. Available: <https://www.interaction-design.org/literature/topics/user-centered-design>
- [39] R. F. Dam and T. Y. Siang, "Personas – a simple introduction," February 2022. [Online]. Available: <https://www.interaction-design.org/literature/article/personas-why-and-how-you-should-use-them>
- [40] "Use-case diagrams," IBM Corporation, 2021. [Online]. Available: <https://www.ibm.com/docs/en/rational-soft-arch/9.6.1?topic=diagrams-use-case>
- [41] A. B. Chaudhuri, *Flowchart and Algorithm Basics*. 22841 Quicksilver Drive: Mercury Learning and Information, 2020. [Online]. Available: <https://terrorgum.com/tfox/books/flowchartandalgorithmbasics.pdf>
- [42] "Creative tools meet the internet," Figma. [Online]. Available: <https://www.figma.com/about/>
- [43] "Design tools database," UXtools. [Online]. Available: <https://uxtools.co/tools/design/>
- [44] A. Dannaway, *Practical UI*, 2023. [Online]. Available: <https://www.practical-ui.com/>
- [45] J. Cao, K. Zieba, K. Stryjewski, and M. Ellis, *Color Theory in Web UI Design: A Practical Approach to the Principles*. UXPin, 2015. [Online]. Available: <https://www.uxpin.com/studio/ebooks/color-theory-web-ui-design-practical-principles/>
- [46] J. Lopez, "The 60–30–10 rule: A foolproof way to choose colors for your ui design," April 2023. [Online]. Available: <https://uxplanet.org/the-60-30-10-rule-a-foolproof-way-to-choose-colors-for-your-ui-design-d15625e56d25>
- [47] D. Spencer, *Card Sorting Designing Usable Categories*. 705 Carroll Street, Brooklyn, New York: Rosenfeld Media, LLC, 2009.
- [48] R. A. Krueger and M. A. Casey, *Focus Groups: A Practical Guide for Applied Research*. 2455 Teller Road, Thousand Oaks, California: SAGE Publications, 2009.
- [49] J. Lazar, J. H. Feng, and H. Hochheiser, *Research Methods in Human-Computer Interaction*. 50 Hampshire Street, Cambridge, United States: Morgan Kaufmann Publisher, 2017.
- [50] P. Korneta, "Net promoter score, growth, and profitability of transportation companies," *International Journal of Management and Economics*, June 2018.
- [51] L. J. Cronbach, "Coefficient alpha and the internal structure of tests," *Psychometrika*, vol. 16, p. 297–334, September 1951.
- [52] R. A. L. F. V. Griethuijsen, "Global patterns in students' views of science and interest in science," *Research in Science Education*, August 2015.
- [53] M. Schrepp, "User experience questionnaire data analysis tool," 2023. [Online]. Available: <https://www.ueq-online.org/>