

DAFTAR PUSTAKA

- Abras, C., Maloney-Krichmar, D., Preece, J., & others. (2004). User-centered design. *Bainbridge, W. Encyclopedia of Human-Computer Interaction. Thousand Oaks: Sage Publications*, 37(4), 445–456.
- Adobe. (2022). *Everything you need to know about A/B testing*. Adobe. (2022). Everything you need to know about A/B testing.
- Al Assad, A., Syiva Altarisa, N., Anjelina, A., Dafhi Myrizky, M., Reyza Nirwana, M., Muhammad, &, & Pribadi, R. (2022). Pengembangan UI/UX Aplikasi Int Hotel Menggunakan Metode Design Thinking. *MDP Student Conference (MSC) 2022*, 436–441.
- Alexander, K., & Valeriya, G. (2003). From an Ontology-Oriented Approach Conception To User Interface Development. *International Journal "Information Theories & Applications*, 10, 87–94. <https://api.semanticscholar.org/CorpusID:14722700>
- Ambrose, G., & Harris, P. (2011). *Basics Design 02: Layout*. Ava Publishing.
- Anisah, H., Humairoh, N., & Pinandito, A. (2023). *Pengaruh Bootcamp Online terhadap Kesiapan Kerja Mahasiswa*. 7(4), 1913–1920. <http://j-ptiik.ub.ac.id>
- Ayu, P. D. W. (2017). Analisis Pengukuran Tingkat Efektivitas dan Efisiensi Sistem Informasi Manajemen Surat STIKOM Bali. *Jurnal Sistem Dan Informatika*, 11(2), 99–109.
- Aziz, M. F., Harlili, & Satya, D. P. (2020). Designing Human-Computer Interaction for E-Learning using ISO 9241-210:2010 and Google Design Sprint. *2020 7th International Conference on Advance Informatics: Concepts, Theory and Applications (ICAICTA)*, 1–6. <https://doi.org/10.1109/ICAICTA49861.2020.9429074>
- Biantong, J. S., & Krisnadi, I. (2022). *Pengaruh IT Bootcamp Dalam Mencetak Tech Talent di Era Industri 4.0 di Indonesia*.
- Brooke, J. (1995). SUS: A quick and dirty usability scale. *Usability Eval. Ind.*, 189.
- Browne, C. (2023). What are User Flows in User Experience (UX) Design? Diakses 16 Januari 2024, dari <https://careerfoundry.com/en/blog/ux-design/what-are-user-flows/>
- Budimansyah, F. A. (2023). *Evaluasi Internalisasi Budaya PT. Widya Kreasi Bangsa*.
- Caballero, B. (2023). How to Create a Customer Persona in 5 Steps. Diakses 16 Januari 2024, dari <https://fitsmallbusiness.com/customer-persona-template/>
- Cahyadi, D. (2023). *METODOLOGI DESAIN*. Penerbit Program Studi Desain Komunikasi Visual. <https://penerbitpsdkvfsdunm.wordpress.com/>
- Ernowo, A. E., Julianto, E., & Handarkho, Y. D. (2021). Pengujian Website CGV Cinemas Berdasarkan Aspek IMK dengan Metode A/B Testing. *Jurnal Informatika Atma Jogja*, 2(2), 150–157.

- Glowdy, A. G., Fauzi, R., & Alam, E. N. (2020). Perbaikan Tampilan User Interface Untuk Meningkatkan User Experience Pada Aplikasi Nganggur.Id Menggunakan Metode User-Centered Design. *E-Proceeding of Engineering*, 7(2), 7617–7624.
- Goldstein, S. (2019). A Novel Technique for A/B Testing Using Static Prototypes. *Weave: Journal of Library User Experience*, 2(1).
<https://doi.org/10.3998/weave.12535642.0002.101>
- Gunawan, R., Anthony, G., Vendly, & Anggreainy, M. S. (2021). The Effect of Design User Interface (UI) E-Commerce on User Experience (UX). *Proceedings of 2021 6th International Conference on New Media Studies, CONMEDIA 2021*, 95–98.
<https://doi.org/10.1109/CONMEDIA53104.2021.9617199>
- Hardianto, Z. I. P., & Karmilasari. (2019). Analysis and Design of User Interface and User Experience (UI / UX) E-Commerce Website PT Pentasada Andalan Kelola Using Task System Centered Design (TCSD) Method. *2019 Fourth International Conference on Informatics and Computing (ICIC)*, 1–8.
<https://doi.org/10.1109/ICIC47613.2019.8985854>
- Hendrawan, E., Meisel, M., & Sari, D. N. (2022). Analysis and Implementation of Computer Network Systems Using Software Draw.Io. *Asia Information System Journal*, 2(1), 9–15.
<http://ejournal.radenintan.ac.id/index.php/AISJ/index://creativecommons.org/licenses/by-sa/4.0/>
- Hidayati, K. F. (2021). Kupas Tuntas Soal User Persona dan Manfaatnya untuk Desain Produk. Diakses pada 10 Januari 2024, dari <https://glints.com/id/lowongan/user-persona-adalah/>
- Iqbal, M., Simarmata, J., Feriyansyah, F., Riana, A., Tambunan, S., Sihite, O., Gandamana, A., Eza, G. N., Kurniawan, F., Asiah, A., Rozi, F., Faisal, F., Free, I., Ma-Nurung, U., Ihwani, M., Lynna, P., Nathan, A., Sitanggang, N., Simbolon, N., ... Limbong, T. (2018). Using Google form for Student Worksheet as Learning Media. *International Journal of Engineering & Technology*, 7, 321–324.
<https://goo.gl/forms/kKWT6CcRIHNiwDkH3>.
- Kabir, I. (2020). How to conduct A/B Testing? Diakses pada 11 Januari 2024 dari <https://towardsdatascience.com/how-to-conduct-a-b-testing-3076074a8458>
- Kopf, B. (2018). The Power of Figma as a Design Tool. Diakses pada 13 Januari 2024, dari <https://www.toptal.com/designers/ui/figma-design-tool>
- Lewis, J. R. (2018). The System Usability Scale: Past, Present, and Future. *International Journal of Human–Computer Interaction*, 34(7), 577–590.
<https://doi.org/10.1080/10447318.2018.1455307>
- Loudon, K. C., & Laudon, J. P. (2008). *Sistem Informasi Manajemen (Edisi Bahasa Indonesia)*. Penerbit Salemba Empat.

- Lucero, A. (2015). Using Affinity Diagrams to Evaluate Interactive Prototypes. *IFIP Conference on Human-Computer Interaction*, 9297, 231–248. <https://doi.org/10.1007/978-3-319-22668>
- Mansyur, A. I., Purnamasari, R., & Kusuma, R. M. (2019). Webinar Sebagai Media Bimbingan Klasikal Sekolah Untuk Pendidikan Seksual Berbasis Online (Meta Analisis Pedagogi Online). *Jurnal Bimbingan Konseling Universitas Syiah Kuala*, 4(1), 26–30. <http://jurnal.unsyiah.ac.id/suloh>
- Matthews, T., Judge, T., & Whittaker, S. (2012). How Do Designers and User Experience Professionals Actually Perceive and Use Personas? *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*, 1219–1228. <https://doi.org/10.1145/2207676.2208573>
- Nielsen, J., & Loranger, Hoa. (2006). *Prioritizing Web Usability*. New Riders.
- Nova, H. C. (2018). *Fenomena Job-Hopping Pada “Generasi Y” (Studi Kasus Pada Karyawan Yang Berpindah-Pindah Tempat Kerja)*.
- Qaed, F., & Almurbati, N. (2021). Resilience in Design: The Use of User Persona to Enhance Co-Working Spaces Design. *2021 3rd International Sustainability and Resilience Conference: Climate Change*, 410–415. <https://doi.org/10.1109/IEEECONF53624.2021.9668022>
- Rachmanda, R. W. (2023). Mengenal Maze: Software UI UX Design Beserta Fitur Unggulan. Diakses 13 Januari 2024, dari <https://buildwithangga.com/tips/apa-itu-maze-untuk-ui-ux-design>
- Rahutomo, R., Lie, Y., Perbanga, A. S., & Pardamean, B. (2020). Improving Conversion Rates for Fashion e-Commerce with A/B Testing. *2020 International Conference on Information Management and Technology (ICIMTech)*, 266–270.
- Ratri, S. K., Hanggara, B. T., & Mursityo, Y. T. (2022). Analisis Pengalaman Pengguna (User Experience) pada Website E-commerce di Indonesia menggunakan Metode Scenario Testing dan SUPR-Q (Studi Kasus: Tokopedia dan Bukalapak). *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 6(6), 2573–2583. <http://j-ptiik.ub.ac.id>
- Sauro, J. (2015). SUPR-Q: A Comprehensive Measure of the Quality of the Website User Experience. *Journal of Usability Studies*, 10(2), 68–86.
- Schade, M. B. (2011). How to do an Affinity Diagram. Diakses pada 16 Januari 2024, dari <https://www.business-online-learning.com/affinity-diagram.html>
- Schrepp, M. (2018). *User Experience Questionnaire Handbook*. www.ueq-online.org
- Siren, V. A. K., Setiawan, N. Y., & Rokhmawati, R. I. (2019). Evaluasi Kualitas Perangkat Lunak Menggunakan ISO/IEC 9126-4 Quality In Use (Studi Kasus : FILKOM Apps). *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 3(2), 1625–1632. <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/4537>

- Staiano, F. (2022). *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*. Packt Publishing.
- Styk, W., & Klinkosz, W. (2020). The maze test: A computer tool for testing perseverance. *Psychology Research and Behavior Management*, 13, 1277–1288. <https://doi.org/10.2147/PRBM.S271558>
- Sugosha, K. G., Andreswari, R., & Hardiyanti, M. (2021). Design and Implementation of User Interface and User Experience in Online Sales Applications at Sugosha Pharmacy with User Centered Design Method. *2021 International Conference on Advanced Computer Science and Information Systems, ICACISIS 2021*. <https://doi.org/10.1109/ICACISIS53237.2021.9631344>
- 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>
- Sulthon A. (2023). Cara Buat Google Formulir, Tidak Sampai 5 Menit! Diakses pada 15 Januari 2024, dari <https://www.domainesia.com/tips/cara-membuat-google-form/>
- Thornton, A. (2020). *How to use an affinity diagram to organize UX research*. Diakses pada 12 Januari 2024, dari <https://www.usertesting.com/blog/affinity-mapping>
- Tullis, T., & Stetson, J. (2006). *A Comparison of Questionnaires for Assessing Website Usability*.
- Tuloli, M. S., Patalangi, R., & Takdir, R. (2022). Pengukuran Tingkat Usability Sistem Aplikasi e-Rapor Menggunakan Metode Usability Testing dan SUS. *Jambura Journal of Informatics*, 4(1), 13–26. <https://doi.org/10.37905/jji.v4i1.13411>
- Unger, R., & Chandler, C. (2012). *A Project Guide to UX Design: For user experience designers in the field or in the making*. New Riders.
- Wayan, N., Erawati, E., Ketut, I., Arthana, R., Kom, M., Made, I., & Pradnyana, A. (2018). Usability Testing dengan ISO/IEC 9126-4 Sistem Informasi Akademik Universitas Pendidikan Ganesha Ditinjau dari Pengguna Dosen. *Jurnal Pendidikan Teknologi Dan Kejuruan*, 15(2), 287. <https://ejournal.undiksha.ac.id/index.php/JPTK/issue/view/851>
- Wei, C., & Xing, F. (2010). The comparison of user-centered design and goal-directed design. *2010 IEEE 11th International Conference on Computer-Aided Industrial Design and Conceptual Design, CAID and CD'2010*, 1, 359–360. <https://doi.org/10.1109/CAIDCD.2010.5681336>
- Wiyat A. (2023). Aplikasi untuk Membuat Diagram Alir dengan Drawio. Diakses 15 Januari 2024, dari <https://arifwiyat.blog.unimma.ac.id/2023/03/17/aplikasi-untuk-membuat-diagram-alir-dengan-drawio/>

Yudhanto, Y., Pryhatyanto, W. M., & Sulandari, W. (2022). Designing and Making UI/UX Designs on The Official Website with The Design Thinking Method. *APICS 2022 - 2022 1st International Conference on Smart Technology, Applied Informatics, and Engineering, Proceedings*, 165–170.
<https://doi.org/10.1109/APICS56469.2022.9918684>