



## DAFTAR PUSTAKA

- [1] H. B. Santoso, M. Schrepp, and R. Y. Kartono, “Measuring user experience of the student-centered e-learning environment,” p. 59, 2016. [Online]. Available: <http://sumi.ucc.ie/>
- [2] “Asosiasi penyelenggara jasa internet indonesia.” [Online]. Available: <https://apjii.or.id/berita/d/apjii-jumlah-pengguna-internet-indonesia-tembus-221-juta-orang>
- [3] “Digital 2024: Indonesia — datareportal – global digital insights.” [Online]. Available: <https://datareportal.com/reports/digital-2024-indonesia>
- [4] “Ugm meluncurkan simaster - universitas gadjah mada.” [Online]. Available: <https://ugm.ac.id/id/berita/15204-ugm-meluncurkan-simaster/>
- [5] “Similarweb digital intelligence: Unlock your digital growth.” [Online]. Available: <https://www.similarweb.com/>
- [6] “Ugm dalam angka - universitas gadjah mada.” [Online]. Available: <https://ugm.ac.id/id/tentang-ugm/3679-ugm-in-number/>
- [7] H. Ilham, B. Wijayanto, and S. P. Rahayu, “Analysis and design of user interface/user experience with the design thinking method in the academic information system of jenderal soedirman university,” *Jurnal Teknik Informatika (Jutif)*, vol. 2, pp. 17–26, 1 2021.
- [8] A. Al-Hunaiyyan, R. Alhajri, B. Alghannam, and A. Al-Shaher, “Student information system: Investigating user experience (ux),” *International Journal of Advanced Computer Science and Applications*, vol. 12, pp. 80–87, 2021.
- [9] D. M. Kaminski, “Association for information systems ais electronic library (aisel) the user interface in information processing: An empirical study of student programmers.” [Online]. Available: <http://aisel.aisnet.org/icis1987>
- [10] L. Sauv e, *Usability guidelines for a generic educational game shell*. IGI Global, 2010, pp. 390–400.
- [11] M. Morgan, S. Ludi, L. Cook, and A. Warren, “Impact of usability heuristics on user satisfaction among coding apps for children,” in *Proceedings of IEEE Symposium on Visual Languages and Human-Centric Computing, VL/HCC*. IEEE Computer Society, 2023, pp. 252–254.
- [12] A. M. Santi, “Evaluasi usability simaster dengan computer system usability questionnaire,” 2021.
- [13] A. Hasanah, “Evaluasi dan perancangan ulang tampilan antar muka pengguna (ui) aplikasi mobile untuk meningkatkan pengalaman pengguna (ux) dengan metode user centered design (ucd) (studi kasus: Simaster ugm),” 2021.
- [14] W. Wijiyanto, “Dengan metode design thinking user experience analysis and optimization of simaster mobile application of universitas gadjah mada using design thinking method,” 2023.



- [15] I. K. Aliza, “Analisis pengaruh desain antarmuka dan jenis kelamin terhadap atensi visual dan pengalaman pengguna aplikasi simaster ugm dengan eye tracking dan user experience questionnaire (ueq),” 2023.
- [16] O. D. Alao, E. A. Priscilla, R. C. Amanze, S. O. Kuyoro, and A. O. Adebayo, “User-centered/user experience uc/ux design thinking approach for designing a university information management system,” *Ingénierie des systèmes d information*, vol. 27, pp. 577–590, 8 2022.
- [17] L. R. Maghfiroh, “Observation and heuristics evaluation of student web-based application of sipadu-stis,” in *Journal of Physics: Conference Series*, vol. 1511. Institute of Physics Publishing, 6 2020.
- [18] I. Darmawan, M. S. Anwar, A. Rahmatulloh, and H. Sulastri, “International journal on informatics visualization journal homepage : [www.joiv.org/index.php/joiv](http://www.joiv.org/index.php/joiv) international journal on informatics visualization design thinking approach for user interface design and user experience on campus academic information systems.” [Online]. Available: [www.joiv.org/index.php/joiv](http://www.joiv.org/index.php/joiv)
- [19] StudiYanti, Azmi, Saraswati, and Abror, “Usability evaluation and design of student information system prototype to increase student’s satisfaction (case study: X university),” *Industrial Engineering and Management Systems*, vol. 18, pp. 676–684, 12 2019.
- [20] “What is design thinking? — updated 2024 | ixdf.” [Online]. Available: <https://www.interaction-design.org/literature/topics/design-thinking>
- [21] A. Sessa, S. Kumar, D. Satya, and S. Chunduri, “Heuristic usability evaluation of the bth student portal by applying nielsen’s heuristics.” [Online]. Available: [www.bth.se](http://www.bth.se)
- [22] A. Nawaz, “A comparison of card-sorting analysis methods,” 2012. [Online]. Available: <https://www.researchgate.net/publication/283614938>
- [23] “The definition of user experience (ux).” [Online]. Available: <https://www.nngroup.com/articles/definition-user-experience/>
- [24] S. Kujala, V. Roto, K. Väänänen-Vainio-Mattila, E. Karapanos, and A. Sinnelä, “Ux curve: A method for evaluating long-term user experience,” *Interacting with Computers*, vol. 23, pp. 473–483, 2011.
- [25] P. A. Akiki, A. K. Bandara, and Y. Yu, “Adaptive model-driven user interface development systems,” *ACM Computing Surveys*, vol. 47, pp. 1–33, 7 2014.
- [26] M. Turpin, L. Weilbach, and S. Kruger, “Reaping research skills from the rigorous application of design thinking,” *European Conference on Research Methodology for Business and Management Studies*, vol. 22, pp. 201–208, 8 2023.
- [27] D. Rajanen, T. Clemmensen, N. Iivari, Y. Inal, K. Rızvanođlu, A. Sivaji, and A. Roche, *UX Professionals’ Definitions of Usability and UX – A Comparison Between Turkey, Finland, Denmark, France and Malaysia*, 2017, pp. 218–239.
- [28] Y. Liu, A.-L. Osvalder, and M. Karlsson, *Considering the Importance of User Profiles in Interface Design*. InTech, 5 2010.



- [29] R. F. Dam, “The 5 stages in the design thinking process | interaction design foundation (ixdf),” 2022. [Online]. Available: <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- [30] “Iso 9241-11:2018(en), ergonomics of human-system interaction — part 11: Usability: Definitions and concepts.” [Online]. Available: <https://www.iso.org/obp/ui/#iso:std:iso:9241:-11:ed-2:v1:en>
- [31] “Usability 101: Introduction to usability.” [Online]. Available: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- [32] “10 usability heuristics for user interface design.” [Online]. Available: <https://www.nngroup.com/articles/ten-usability-heuristics/>
- [33] “User experience questionnaire (ueq).” [Online]. Available: <https://www.ueq-online.org/>
- [34] “User experience questionnaire handbook.” [Online]. Available: [www.ueq-online.org](http://www.ueq-online.org)
- [35] E. Olmsted-Hawala, “Card sorting, information architecture and usability: Adding in our users’ perspective to re-design the census bureau web site,” in *IEEE International Professional Communication Conference*, 2006, pp. 27–33.
- [36] “Card sorting: Uncover users’ mental models.” [Online]. Available: <https://www.nngroup.com/articles/card-sorting-definition/>
- [37] D. Spencer and J. J. Garrett, *Card sorting : designing usable categories*. Rosenfeld Media, 2009.
- [38] Y. Xu, N. Chen, A. Fernandez, O. Sinno, and A. Bhasin, “From infrastructure to culture,” in *Proceedings of the 21th ACM SIGKDD International Conference on Knowledge Discovery and Data Mining*. ACM, 8 2015, pp. 2227–2236.
- [39] N. F. Fahrudin and A. D. Wahyudi, “Modeling inventory systems using the user experience design model method,” *Journal of Data Science and Information Systems (DIMIS)*, vol. 1, pp. 9–16, 2 2023.
- [40] “What is usability testing? — updated 2024 | ixdf.” [Online]. Available: <https://www.interaction-design.org/literature/topics/usability-testing>
- [41] A. Nagaraj, H. Gattu, and P. K. Shetty, “International journal of computer science and mobile computing research study on importance of usability testing/ user experience (ux) testing,” pp. 78–85, 2014. [Online]. Available: [www.ijcsmc.com](http://www.ijcsmc.com)
- [42] “Usability metrics.” [Online]. Available: <https://www.nngroup.com/articles/usability-metrics/>
- [43] T. Tullis and W. Albert, *Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics: Second Edition*, 01 2008.
- [44] “A guide to click heatmaps in maze – maze help.” [Online]. Available: <https://help.maze.co/hc/en-us/articles/360052722953-A-guide-to-click-heatmaps-in-Maze>



- [45] J. Kirakowski and N. Bevan, "Information engineering usability support centres wp 6 deliverable d6.2 handbook of user-centred design," 2016.
- [46] K. Pavelin, J. A. Cham, P. de Matos, C. Brooksbank, G. Cameron, and C. Steinbeck, "Bioinformatics meets user-centred design: A perspective," *PLoS Computational Biology*, vol. 8, p. e1002554, 7 2012.
- [47] T. de Souza Alcantara, J. Ferreira, and F. Maurer, "Interactive prototyping of tabletop and surface applications," in *Proceedings of the 5th ACM SIGCHI symposium on Engineering interactive computing systems*. ACM, 6 2013, pp. 229–238.
- [48] S. A. Mummah, T. N. Robinson, A. C. King, C. D. Gardner, and S. Sutton, "Ideas (integrate, design, assess, and share): A framework and toolkit of strategies for the development of more effective digital interventions to change health behavior," *Journal of Medical Internet Research*, vol. 18, p. e317, 12 2016.
- [49] H. J. Kim, P. Yi, and B. W. Ko, "Deepening students' experiences with problem identification and definition in an empathetic approach: lessons from a university design-thinking program," *Journal of Applied Research in Higher Education*, vol. 15, pp. 852–865, 4 2023.
- [50] J. J. Garrett, "The elements of user experience."
- [51] N. J. Fox and N. Mathers, "Surveys and questionnaires," 2000. [Online]. Available: <https://www.researchgate.net/publication/270684903>
- [52] M. N. Saunders and K. Townsend, "Reporting and justifying the number of interview participants in organization and workplace research," *British Journal of Management*, vol. 27, pp. 836–852, 10 2016.
- [53] M. Saaty, J. V. Patel, D. Haqq, T. L. Stelter, and D. S. McCrickard, "Integrating social media into the design process," 5 2022. [Online]. Available: <http://arxiv.org/abs/2205.04315>
- [54] S. Baral, S. Uprety, and B. Lamichhane, "Focus group discussion," 2016. [Online]. Available: [www.herd.org.np](http://www.herd.org.np)
- [55] "Surveys and questionnaires," 2017.
- [56] D. Kuphanga, "Questionnaires in research: Their role, advantages, and main aspects," 2024.
- [57] J. Grigera, A. Garrido, and G. Rossi, "Kobold: Web usability as a service," in *2017 32nd IEEE/ACM International Conference on Automated Software Engineering (ASE)*. IEEE, 10 2017, pp. 990–995.
- [58] R. Lehmann and V. Kiefel, "Detection of red blood cell alloantibodies by gel centrifugation test," *Transfusion Medicine and Hemotherapy*, vol. 30, pp. 117–122, 2003.
- [59] C. E. Lee, S. S. Ponnampalavanar, S. F. S. Omar, S. Mahadeva, L. Y. Ong, and A. Kamarulzaman, "Evaluation of the dried blood spot (dbs) collection method as a tool for detection of hiv ag/ab, hbsag, anti-hbs and anti-hcv in a malaysian



- tertiary referral hospital,” *Annals of the Academy of Medicine, Singapore*, vol. 40, pp. 448–453, 10 2011.
- [60] B. Li, Z. Zhou, L. Zhang, and Y. Yang, “Testing treatment-by-period interaction in four-period crossover trials,” *Pharmaceutical Statistics*, vol. 19, pp. 145–163, 3 2020.
- [61] N. Fronemann and M. Peissner, “User experience concept exploration,” in *Proceedings of the 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. ACM, 10 2014, pp. 727–736.
- [62] P. M. Fernandes, M. Lopes, and R. Prada, “Agents for automated user experience testing,” in *2021 IEEE International Conference on Software Testing, Verification and Validation Workshops (ICSTW)*. IEEE, 4 2021, pp. 247–253.
- [63] S. A. Fraser and A. Uk, “Concept testing: A key to successful product development core view metadata, citation and similar papers at core,” 1994.