



## DAFTAR ISI

HALAMAN JUDUL.....	ii
HALAMAN PENGESAHAN.....	ii
PRAKATA.....	iv
DAFTAR ISI.....	vi
DAFTAR GAMBAR.....	x
DAFTAR TABEL.....	xiii
INTISARI.....	xiv
ABSTRACT.....	xv
BAB I PENDAHULUAN.....	1
1.1. Latar Belakang.....	1
1.2. Rumusan Masalah.....	3
1.3. Tujuan Penelitian.....	3
1.4. Manfaat Penelitian.....	3
1.5. Batasan Masalah.....	3
1.6. Metodologi Penelitian.....	4
1.7. Sistematika Penulisan.....	5
BAB II TINJAUAN PUSTAKA.....	7
BAB III LANDASAN TEORI.....	9
3.1. User Experience.....	9
3.2. User Interface.....	9
3.3. Design Thinking.....	9
3.4. Interview.....	11



3.5.	Affinity Diagram.....	12
3.6.	User Persona.....	12
3.7.	Usability .....	13
3.8.	Single Ease Question (SEQ) .....	14
3.9.	System Usability Scale (SUS).....	14
3.10.	Wireframe Tampilan .....	15
3.11.	Prototype .....	16
3.12.	Task Flow (Alur Tugas).....	16
3.13.	User Flow .....	16
3.14.	Information Architecture.....	16
3.15.	Wireframe .....	17
3.16.	Komponen User Interface (UI) .....	17
3.16.1.	Warna .....	17
3.16.2.	Contrast .....	18
3.16.3.	Typography .....	18
3.16.4.	Konsisten.....	19
3.16.5.	Icon.....	19
3.16.6.	Illustration .....	19
3.17.	Alat Implementasi .....	19
3.17.1.	Google Meet.....	19
3.17.2.	WhatsApp Messenger .....	20
3.17.3.	Zoom .....	20
3.17.4.	Miro.....	20
3.17.5.	Figma.....	20
3.17.6.	Adobe Photoshop .....	21
<b>BAB IV ANALISIS DAN PERANCANGAN SISTEM.....</b>		<b>22</b>
4.1.	Analisis Masalah .....	22



4.2.	Alur Penelitian .....	22
4.3.	Riset.....	24
4.3.1.	Tujuan Sistem.....	24
4.3.2.	Target Pengguna Sistem.....	24
4.3.3.	Pertanyaan Interview.....	25
4.3.4.	Tahap Interview .....	26
4.3.5.	Hasil Interview .....	26
4.4.	Analisis dan Perancangan .....	36
4.4.1.	User Persona.....	36
4.4.2.	Perancangan Task Flow .....	37
4.4.3.	Information Architecture.....	40
4.4.4.	Fitur Kebutuhan Pengguna.....	42
4.4.5.	Wireframe .....	44
4.4.6.	Perancangan Palet Warna.....	62
4.4.7.	Perancangan Font.....	64
4.4.8.	Perancangan Logo.....	64
BAB V IMPLEMENTASI SISTEM (PROTOTYPE).....		61
5.1.	Purwarupa .....	61
5.1.1.	Logo .....	61
5.1.2.	Antarmuka.....	62
BAB VI HASIL PENGUJIAN DAN PEMBAHASAN .....		82
6.1.	Pengujian.....	82
6.1.1.	Usability Testing (Skenario Pengujian) .....	82
6.1.2.	Single Ease Question (SEQ) .....	86
6.1.3.	System Usability Scale (SUS).....	87
BAB VII KESIMPULAN DAN SARAN.....		90
7.1.	Kesimpulan .....	90
7.2.	Saran.....	90



DAFTAR PUSTAKA .....	91
LAMPIRAN.....	94