

DAFTAR PUSTAKA

- Amanda, L., Yanuar, F., & Devianto, D. (2019). Uji Validitas dan Reliabilitas Tingkat Partisipasi Politik Masyarakat Kota Padang. *Jurnal Matematika UNAND*, 8(1), 179–188. <https://doi.org/10.25077/JMU.8.1.179-188.2019>
- Angela, B. V., Wulansari, T. T., Riyayatsyah, Fitrianto, Y., & Rahim, A. (2023). User interface and user experience analysis of Kejar Mimpi mobile application using the User-Centered Design method. *ILKOM Jurnal Ilmiah*, 15, 1–10. <https://jurnal.fikom.umi.ac.id/index.php/ILKOM/article/view/1455/pdf>
- Aryanto, U. L. (2021). Pengaruh Desain Produk, Kualitas Produk dan Citra Merek Terhadap Keputusan Pembelian Lampu Merek Spectra (Studi Pada PT. Lelco Trindo Graha Nusantara). *Repository STIE Indonesia Jakarta*. <http://repository.stei.ac.id/6196/>
- Bagheri, F., Abbasi, F., Sadeghi, M., & Khajouei, R. (2023). Evaluating the usability of a cancer registry system using Cognitive Walkthrough, and assessing user agreement with its problems. *BMC Medical Informatics and Decision Making*, 23(1), 23. <https://doi.org/10.1186/s12911-023-02120-8>
- Budiaستuti, D., & Bandur, A. (2018). *Validitas dan Reliabilitas Penelitian | Dilengkapi Analisis dengan NVIVO, SPSS, dan AMOS*. Mitra Wacana Media. <https://core.ac.uk/download/pdf/187726085.pdf>
- Defriani, M., Resmi, M. G., & Jaelani, I. (2021). Uji Usability Dengan Metode Cognitive Walkthrough Dan System Usability Scale (SUS) Pada Situs Web STT Wastukancana. *Journal of Information Technology and Computer Science (INTECOMS)*, 4. <https://journal.ipm2kpe.or.id/index.php/INTECOM/article/view/2072/1392>
- Design, L. (2022, April 25). *The “dark yellow problem” in design system color palettes*. Medium.Com. <https://uxdesign.cc/the-dark-yellow-problem-in-design-system-color-palettes-a0db1eedc99d>
- Díaz-Oreiro, I., López, G., Quesada, L., & Guerrero, L. A. (2019). Standardized Questionnaires for User Experience Evaluation: A Systematic Literature Review. *13th International Conference on Ubiquitous Computing and Ambient Intelligence UCAMI*, 31(1), 14. <https://doi.org/10.3390/PROCEEDINGS2019031014>
- Fadlilah, N. (2019). *Pengembangan Alat Evaluasi Berbasis Kontekstual Menggunakan Aplikasi KAHOOT pada Pembelajaran Matematika SMP*. <http://eprints.ung.ac.id/3337/>
- Febrianti, D. A., Wijoyo, S. H., & Az-Zahra, H. M. (2019). Evaluasi Usability Web UniPin dengan Menggunakan Metode Usability Testing. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 3. <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/download/6710/3248/>

- Gitajayanti, N. L. D., Satwika, I. P., & Paramitha, A. A. I. I. (2021). Evaluasi Sistem Informasi Skripsi dan Tugas Akhir STMIK Primakara (PRISKA) Menggunakan Metode User Experience Questionnaire. *Kumpulan Artikel Mahasiswa Pendidikan Teknik Informatika (KARMAPATI)*, 10(1). <https://ejournal.undiksha.ac.id/index.php/KP/article/view/31770/17650>
- Hanifah, H. (2021). *Pengujian Usabilitas User Experience pada Website Ubiquitous Based Learning (UBL) Cloud PT Polaris Edu Partners menggunakan Metode Heuristic Evaluation melalui Pendekatan Usability Nielsen Model* [Universitas Pembangunan Nasional Veteran Jakarta]. <https://repository.upnvj.ac.id/15910/>
- Hanifah, H., Kraugusteeliana, K., & Isnainiyah, I. N. (2022). Pengujian Usabilitas User Experience Website Ubiquitous Based Learning Cloud menggunakan Nielsen Model. *Jurnal Sistem Informasi (JSI)*. <http://ejournal.unsri.ac.id/index.php/jsi/index>
- Hartzani, A. G. (2021). *Evaluasi User Experience pada Dompet Digital OVO Menggunakan User Experience Questionnaire (UEQ)* [Universitas Islam Negeri Syarif Hidayatullah Jakarta]. <https://repository.uinjkt.ac.id/dspace/bitstream/123456789/57729/1/AL%20GHIFARI%20HARTZANI-FST.pdf>
- Henim, S. R., & Sari, R. P. (2020). Evaluasi User Experience Sistem Informasi Akademik Mahasiswa pada Perguruan Tinggi Menggunakan User Experience Questionnaire. *Jurnal Politeknik Caltex Riau*, 6. <https://jurnal.pcr.ac.id/index.php/jkt/article/view/3582/1363>
- International Organization for Standardization. (2019). *ISO 9241-210:2019 Ergonomics of Human System Interaction-Part 210: Human-Centred Design for Interactive Systems*. <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-2:v1:en>
- Kumar, B. A., Goundar, M. S., & Chand, S. S. (2020). A Framework for Heuristic Evaluation of Mobile Learning Applications. *Education and Information Technologies*, 25(4), 3189–3204. <https://doi.org/10.1007/s10639-020-10112-8>
- Kurniawan, A., Indah Rokhmawati, R., & Rachmadi, A. (2018). Evaluasi User Experience dengan Metode Heuristic Evaluation dan Persona (Studi pada : Situs Web Dalang Ki Purbo Asmoro). *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 2918–2926. <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/2045/779>
- Leßenich, O., & Sobernig, S. (2023). Usefulness and usability of heuristic walkthroughs for evaluating domain-specific developer tools in industry: Evidence from four field simulations. *Information and Software Technology*, 160, 107220. <https://doi.org/10.1016/j.infsof.2023.107220>
- Luna-Perejon, F., Malwade, S., Styliadis, C., Civit, J., Cascado-Caballero, D., Konstantinidis, E., Abdul, S. S., Bamidis, P. D., Civit, A., & Li, Y.-C. (Jack). (2019). Evaluation of user satisfaction and usability of a mobile app for smoking

- cessation. *Computer Methods and Programs in Biomedicine*, 182, 105042. <https://doi.org/10.1016/j.cmpb.2019.105042>
- Nalendra, A. R. A., Rosalinah, Y., Priadi, A., Subroti, I., Rahayuningsih, R., Lestari, R., Kusamandari, S., Yuliasari, R., Astuti, D., Latumahina, J., Purnomo, M. W., & Zede, V. A. (2021). Statistika Seri Dasar dengan SPSS. In *Penerbit Media Sains Indonesia*. Media Sains Indonesia.
- Nielsen, J. (n.d.). *Usability 101: Introduction to Usability*. Retrieved October 18, 2022, from <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>
- Pawel. (n.d.). *10 awesome tips for developing user friendly apps*. Itcraftapps.Com. Retrieved October 3, 2022, from <https://itcraftapps.com/blog/10-awesome-tips-to-developing-user-friendly-apps/>
- Pramudya, M. R. A. (2022). *Analisis User Experience pada Aplikasi ALPUKAT BETAWI (Akses Langsung Pelayanan Dokumen Kependudukan Cepat dan Akurat) dengan Metode Cognitive Walkthrough dan Metode User Experience Questionnaire* [UPN Veteran Jakarta]. <https://repository.upnvj.ac.id/19678/>
- Putri, M. P., Barovih, G., Azdy, R. A., Yuniansyah, Saputra, A., Sriyeni, Y., Rini, A., & Admojo, F. T. (2022). *Algoritma dan Struktur Data* (M. P. Putri, Ed.; 1st ed.). Widina Bhakti Persada Bandung. <https://repository.penerbitwidina.com/media/publications/557434-algoritma-dan-struktur-data-2ceb12a5.pdf>
- Salazar, K. (2022, February 13). *Evaluate Interface Learnability with Cognitive Walkthroughs*. Nngroup.Com. <https://www.nngroup.com/articles/cognitive-walkthroughs/>
- Saleh, A. M., Abuaddous, H. Y., Alansari, I. S., & Enaizan, O. (2022). The Evaluation of User Experience on Learning Management Systems Using UEQ. *International Journal of Emerging Technologies in Learning (IJET)*, 17(07), 145–162. <https://doi.org/10.3991/ijet.v17i07.29525>
- Schrepp, M. (2019). *User Experience Questionnaire Handbook*. <https://www.ueq-online.org/Material/Handbook.pdf>
- Sistem Informasi Wisuda UPN Veteran Jakarta (v3.0)*. (n.d.). Retrieved October 31, 2022, from <https://wisuda.upnvj.ac.id/>
- Supriadi, I. (2020). *Metode Riset Akuntansi*. Deepublish. <https://books.google.co.id/books?id=yzh-DwAAQBAJ>
- Tremoulet, P. D. (2022). Clinical Decision Support for Intervention Reduction in Neonatal Patients: A Usability Assessment. *Digital Health*, 8. <https://doi.org/10.1177/20552076221113696>
- Viola Innovation. (n.d.). *User-Friendly vs. User-Experience: Understanding the Difference*. Viola Innovation. Retrieved May 2, 2023, from

<https://www.violainnovation.com/post/user-friendly-vs-user-experience-understanding-the-difference>

Wiranata, I. G. A., & MR, Y. A. (2018). *Sampel dan teknik sampel dalam penelitian.*
Anugrah Utama Raharja.
<https://opac.perpusnas.go.id/DetailOpac.aspx?id=1095621>