

DAFTAR PUSTAKA

- Ahsan, M., Arianto, W., & Murdani, R. T. (2020). User Interface Design And User Experience Kuysedekah.Id Mobile Applications. *Smatika Jurnal*, 10(02), 109–114. <https://doi.org/10.32664/smatika.v10i02.515>
- Anggraini, E. (2020). *ANALISIS USABILITY SISTEM INFORMASI MANAJEMEN TENAGA KEPENDIDIKAN (SIM TENDIK) KEMDIKBUD MENGGUNAKAN METODE PSSUQ*.
- Auliazmi, R., Rudiyanto, G., & Drajatno Widi Utomo, R. (2021). KAJIAN ESTETIKA VISUAL INTERFACE DAN USER EXPERIENCE PADA APLIKASI RUANGGURU AESTHETIC STUDIES OF VISUAL INTERFACE AND USER EXPERIENCE OF THE RUANGGURU APPLICATION. In *Jurnal Seni & Reka Rancang* (Vol. 4, Issue 1).
- Ayuningtyas, V. (2021). *EVALUASI PENGELOLAAN DANA DAN PEMODELAN CALON PENERIMA KJMU DI PROVINSI DKI JAKARTA*.
- Balafif, S. (2022). ANALISIS WEBSITE MENGGUNAKAN HEURISTIC EVALUATION BERBASIS SEVERITY RATINGS DAN SISTEM USABILITY SCALE. *JINTEKS (Jurnal Informatika Teknologi Dan Sains)*, 4, 123–130.
- Bunita, S. N. L. (2019). *TINGKAT ASUPAN ZAT GIZI MAKRO DAN STATUS GIZI TENAGA KERJA DI SUN ISLAND HOTEL AND SPA KUTA*. <http://repository.poltekkes-denpasar.ac.id/id/eprint/2885>
- Dimas, R., Kurniawan, B., Hadi Wijoyo, S., & Wardani, N. H. (2019). *Evaluasi Usability Aplikasi MY JNE Dengan Metode User Experience Questionnaire (UEQ) Dan Heuristic Evaluation* (Vol. 3, Issue 6). <http://j-ptiik.ub.ac.id>
- Eva, Y., & Ds, S. (2020). *Suatu Pengantar: Metode dan Riset Desain Komunikasi Visual DKV*. Deepublish.
- Fahrudin, R., & Ilyasa, R. (2021). PERANCANGAN APLIKASI “NUGAS” MENGGUNAKAN METODE DESIGN THINKING DAN AGILE DEVELOPMENT. In *Reza Ilyasa Jurnal Ilmiah Teknologi Informasi Terapan* (Vol. 8, Issue 1).
- 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* [Skripsi thesis]. Universitas Pembangunan Nasional Veteran Jakarta.
- Hardianto, Z. I. P., & Karmilasari. (2020). *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*.
- Hasnanursanti, A. R., Hanggara, B. T., & Perdanakusuma, A. R. (2022). *Analisis Usability Website Resmi Pemerintah Kota Surakarta Menggunakan Metode Heuristic Evaluation*.
- He, X. (2019). User interface suitable for credit risk management. In *DEGREE PROJECT COMPUTER ENGINEERING*.

- Ilham, H., Wijayanto, B., & Rahayu, S. P. (2021a). 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)*, 2(1), 17–26. <https://doi.org/10.20884/1.jutif.2021.2.1.30>
- Ilham, H., Wijayanto, B., & Rahayu, S. P. (2021b). 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)*, 2(1), 17–26. <https://doi.org/10.20884/1.jutif.2021.2.1.30>
- Istri, A. A., Paramitha, I., Grana, E., Dewi, A., Luh, N., Dewi, A., Informasi, S., & Primakara, S. (2022). USABILITY TESTING LEARNING MANAGEMENT SYSTEM (LMS) BERBASIS MOODLE DI SMA NEGERI 1 SUKAWATI. In *JINTEKS* (Vol. 4, Issue 3).
- Jackson, F., & Cheng, L. (2018). UX in practice: Applying a heuristic evaluation technique to real world challenges. *Proceedings of the Human Factors and Ergonomics Society*, 2, 702–703. <https://doi.org/10.1177/1541931218621159>
- Jonathan, E., Primasari, C. H., Purnomo Sidhi, T. A., Wibisono, Y. P., Setyohadi, D. B., & Cininta, M. (2022). User Interface Evaluation in Metaverse Gamelan Virtual Reality Using Heuristics Evaluation Method. *Journal of Intelligent Software Systems*, 1(2), 136. <https://doi.org/10.26798/jiss.v1i2.756>
- Jylhä, H., & Hamari, J. (2020). Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL): a test in the context of mobile game icons. *User Modeling and User-Adapted Interaction*, 30(5), 949–982. <https://doi.org/10.1007/s11257-020-09263-7>
- Lazuardi, M. L., & Sukoco, I. (2019). Design Thinking David Kelley & Tim Brown: Otak Dibalik Penciptaan Aplikasi Gojek. *Organum: Jurnal Saintifik Manajemen Dan Akuntansi*, 2(1), 1–11. <https://doi.org/10.35138/organum.v2i1.51>
- Lisna Sri Uswatun Hasanah, & Nurdin. (2022). Pengaruh Pengetahuan Keuangan, Pendapatan dan Gaya Hidup terhadap Perilaku Pengelolaan Keuangan Keluarga. *Jurnal Riset Manajemen Dan Bisnis*, 1(2), 121–125. <https://doi.org/10.29313/jrmb.v1i2.542>
- Liu, L.-J., & Li, Y. (2022). *Design, User Experience, and Usability: UX Research, Design, and Assessment: 11th International Conference, DUXU 2022, Held as Part of the 24th HCI International Conference, HCII 2022, Virtual Event, June 26 – July 1, 2022, Proceedings, Part I*. Switzerland: Springer International Publishing.
- Mae R. Sarte, N., Thon Santiago, B., Dagdag, J. D., & Handrianto, C. (2021). WELCOME BACK: THE RETURN OF COLLEGE DROPOUTS TO SCHOOL. *Jurnal Pendidikan Dan Pemberdayaan Masyarakat (JPPM)*, 8(2), 140–149. <https://ejournal.unsri.ac.id/index.php/jppm/index>
- Maguire, M., & Isherwood, P. (2018). A comparison of user testing and heuristic evaluation methods for identifying website usability problems. *Lecture Notes in Computer Science (Including Subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics)*, 10918 LNCS, 429–438. https://doi.org/10.1007/978-3-319-91797-9_31

- Nur Amalia, R., Setia Dianingati, R., & Annisaa, E. (2022). PENGARUH JUMLAH RESPONDEN TERHADAP HASIL UJI VALIDITAS DAN RELIABILITAS KUESIONER PENGETAHUAN DAN PERILAKU SWAMEDIKASI. *Generics : Journal of Research in Pharmacy Accepted : 4 Mei*, 2(1).
- Peraturan Gubernur Provinsi DKI Jakarta. (2016). *Peraturan Gubernur Provinsi DKI Jakarta Nomor 380 Tahun 2016 Tentang Pembentukan, Organisasi Dan Tata Kerja Pusat Pelayanan Pendanaan Personal Dan Operasional Pendidikan*.
- Peraturan Gubernur Provinsi DKI Jakarta. (2019). *Peraturan Gubernur Provinsi DKI Jakarta Nomor 97 Tahun 2019 Tentang Bantuan Biaya Peningkatan Mutu Pendidikan Bagi Mahasiswa Dari Keluarga Tidak Mampu*.
- Santoso, J. (2018). *Usability User Interface dan User Experience Media Pembelajaran Kamus Kolok Bengkulu Berbasis Android*.
- Sekretariat Direktorat Jenderal Pendidikan Tinggi. (2020). *STATISTIK PENDIDIKAN TINGGI 2020*.
- Sidhu, M. S. (2020). *Advanced Technology-Assisted Problem Solving in Engineering Education*. IGI Global. <https://doi.org/10.4018/978-1-7998-0465-9>
- Siti, R., Fasabuma, N. P., Tolle, H., & Wijoyo, S. H. (2020). *Analisis Pengalaman Pengguna Aplikasi Pemesanan Tiket Bioskop menggunakan User Experience Questionnaire (UEQ) dan Heuristic Evaluation (HE)* (Vol. 4, Issue 4). <http://j-ptiik.ub.ac.id>
- Sudiarsa, W., & Wiraditya, G. B. (2020). *USABILITY ANALISYS ON INFORMATION AND TRACKING COVID-19 APPLICATION PEDULI LINDUNGI USING HEURISTIC EVALUATION*. *Journal of Information Technology and Computer Science (INTECOMS)*, 3(2).
- Suwandy, R., & Hadini Marpaung, S. (2022). *Evaluasi Pengalaman Pengguna dengan Menggunakan Post Study System Usability Questionnaire (PSSUQ) Perpustakaan Digital Universitas Mikroskil*. <https://www.mikroskil.ac.id/pustaka>.
- Widayanti, R., & Maknunah, J. (2021). *Analisis Website STIMATA Menggunakan System Usability Scale (SUS)*. *Jurnal Ilmiah Komputasi*, 20(3). <https://doi.org/10.32409/jikstik.20.3.2776>
- Yudha, C. K., Putra, G. S. A., & Putrawan, K. A. (2023). *The Role of Tax Socialization in Strengthening Compliance Msme Taxpayers in Badung, Bali, Indonesia*. *Asian Journal of Economics, Business and Accounting*, 23(13), 50–60. <https://doi.org/10.9734/ajeba/2023/v23i13994>