

DAFTAR PUSTAKA

- Abimanyu, S., & Sutopo, J. (2024). Redesain User Interface Aplikasi BCA Mobile Banking Menggunakan Metode Design Thinking. *Jurnal Indonesia : Manajemen Informatika Dan Komunikasi*, 5(1), Article 1. <https://doi.org/10.35870/jimik.v5i1.580>
- Astuty, W., Pasaribu, F., Rahayu, S., & Habibie, A. (2021). The influence of environmental uncertainty, organizational structure and distribution network competence on the quality of supply chain management information systems. *Uncertain Supply Chain Management*, 116–124. <https://doi.org/10.5267/j.uscm.2020.11.003>
- Bau, R. T. R., & Setyanto, A. (2020). Adaptasi Skala User Experience Questionnaire Dalam Pengujian User Experience Sistem Repositori. *Respati*, 15(1), 37. <https://doi.org/10.35842/jtir.v15i1.329>
- Bodker, S. (2021). *Through the Interface: A Human Activity Approach To User Interface Design*. CRC Press. <https://doi.org/10.1201/9781003063971>
- Browne, C. (2024). *What Are User Flows In UX Design? [Full Beginner's Guide]*. CareerFoundry. <https://careerfoundry.com/en/blog/ux-design/what-are-user-flows/>
- Bujang, M. A., Omar, E. D., Foo, D. H. P., & Hon, Y. K. (2024). Sample size determination for conducting a pilot study to assess reliability of a questionnaire. *Restorative Dentistry & Endodontics*, 49(1), e3. <https://doi.org/10.5395/rde.2024.49.e3>
- Chrisna, E. B., & Tanaem, P. F. (2025). EVALUASI TINGKAT KEPUASAN PENGGUNA TERHADAP FLEARN UKSW MENGGUNAKAN METODE USER EXPERIENCE QUESTIONNAIRE (UEQ) SEBAGAI TINJAUAN TERHADAP PENGALAMAN PEMBELAJARAN MAHASISWA. *JUPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, 10(2), 1209–1220. <https://doi.org/10.29100/jupi.v10i2.6187>
- Dam, R. F. (2025). *The 5 Stages in the Design Thinking Process*. The Interaction Design Foundation. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Figma. (n.d.). *What is Figma?* Figma Learn - Help Center. Retrieved July 4, 2025, from <https://help.figma.com/hc/en-us/articles/14563969806359-What-is-Figma>
- Giyai, Y., Inan, D. I., & Baisa, L. Y. (2024). Evaluasi Pengalaman Pengguna pada Aplikasi Berbasis Seluler Laporkitong Memanfaatkan Kuesioner Pengalaman Pengguna (UEQ): Evaluation of User Experience on Laporkitong Mobile Application Utilizing User Experience Questionnaire

(UEQ). *MALCOM: Indonesian Journal of Machine Learning and Computer Science*, 4(3), 736–744. <https://doi.org/10.57152/malcom.v4i3.1292>

Google Fonts. (2025). *Noto Use*. Google Fonts. <https://fonts.google.com/noto/use>

Gunnell, M. (2024). *What is a Mobile Application? Definition, Types & Development—Techopedia*.
<https://www.techopedia.com/definition/2953/mobile-application-mobile-app>

Gwangwawa, N. (2021). Learning Design Thinking Through a Hands-On Learning Model. *International Journal of Innovative Teaching and Learning in Higher Education (IJITLHE)*, 2(1), 1–19.
<https://doi.org/10.4018/IJITLHE.20210101.oa4>

Han, E. (2022). *What Is Design Thinking & Why Is It Important?* | HBS Online. Business Insights Blog. <https://online.hbs.edu/blog/post/what-is-design-thinking>

Hartati, E. (2021). ANALISIS PENGUKURAN MODEL SISTEM PEMBELAJARAN ONLINE DENGAN MENGGUNAKAN TEORI JACOB NIELSEN. *Klik - Jurnal Ilmu Komputer*, 2(2), 27–36.
<https://doi.org/10.56869/klik.v2i2.320>

Interaction Design Foundation. (2025). *What is Design Thinking (DT)?* The Interaction Design Foundation. <https://www.interaction-design.org/literature/topics/design-thinking>

Introduction · React Native. (2025). <https://reactnative.dev/docs/getting-started>

Ji, Y., Lee, H., Lee, T., Choi, M., Lee, H., Kim, S., Do, H. K., Kim, S., Chu, S. H., Park, J., Kim, Y. M., & Park, S. (2021). Developing an integrated curriculum for patient safety in an undergraduate nursing program: A case study. *BMC Nursing*, 20(1), 172. <https://doi.org/10.1186/s12912-021-00694-0>

Kantor Imigrasi Bengkalis. (2024). *Penerbitan Paspor Tahun 2023 Meningkat 1,1 Juta Dari Tahun Lalu*. Situs Resmi Imigrasi Bengkalis. <https://bengkalis.imigrasi.go.id/2024/01/05/jumlah-penerbitan-paspor-tahun-2023-meningkat/>

Limantara, N., Renaldi, R., & Filicia, C. (2021). Redesign of E-Commerce Mobile Application with Design Thinking Method: A Case Study of RP2, Online Household Retailer. *ComTech: Computer, Mathematics and Engineering Applications*, 12(2), Article 2.
<https://doi.org/10.21512/comtech.v12i2.6851>

Mansoor, F. A., & Mustafa Abdalrazzaq, Z. (2023). The Impact of Information Architecture on Final User Benefits. *American Journal of Environmental Economics*, 2(1), 69–78. <https://doi.org/10.54536/ajee.v2i1.2225>

- Maulani, T. J., Suprpto, S., & Perdanakusuma, A. R. (2021). Evaluasi User Experience Menggunakan Metode Usability Testing dan User Experience Questionnaire (UEQ) (Studi Kasus: Website Superprof.co.id dan Zonaprivat.com). *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, 5(6), 2639–2645.
- M-Paspor on the App Store*. (2024). <https://apps.apple.com/id/app/m-paspor/id1576336459>
- M-Paspor—Aplikasi di Google Play*. (2024). https://play.google.com/store/apps/details?id=id.go.imigrasi.paspor_online&hl=id
- Novianto, A. D. P. (2021). *ANALISIS USER EXPERIENCE DAN REDESIGN WEBSITE RSU PESANGGRAHAN DENGAN MENGGUNAKAN METODE USER CENTERED DESIGN (UCD)* [Skripsi, Universitas Pembangunan Nasional Veteran Jakarta]. <https://doi.org/10/LAMPIRAN.pdf>
- Pangestu, R. K., & Ulum, M. B. (2023). Implementation of Design Thinking Method in UI/UX Redesign of Public Complaint Application (Case Study: Go Siaga App). *JURNAL TEKNIK INFORMATIKA*, 16(2), Article 2. <https://doi.org/10.15408/jti.v16i2.27416>
- Perur, S., Kumbar, A., Naik, D., Faniband, S., & Nikam, V. (2024). *Development of Mobile Application Using Android Studio for NSS Club of GIT*.
- Pratama, R. A., & Utami, D. A. (2023). Effectiveness of M-Paspor Applications in Aspects of Public Service and E-government. *Jurnal Ilmiah Kajian Keimigrasian*, 6(1), Article 1. <https://doi.org/10.52617/jikk.v6i1.380>
- Pratomo, L. C., Siswandari, & Wardani, D. K. (2021). The Effectiveness of Design Thinking in Improving Student Creativity Skills and Entrepreneurial Alertness. *International Journal of Instruction*, 14(4), 695–712. <https://doi.org/10.29333/iji.2021.14440a>
- Ranganathan, P., & Caduff, C. (2023). Designing and validating a research questionnaire—Part 1. *Perspectives in Clinical Research*, 14(3), 152. https://doi.org/10.4103/picr.picr_140_23
- Ranganathan, P., Caduff, C., & Frampton, C. M. A. (2024). Designing and validating a research questionnaire—Part 2. *Perspectives in Clinical Research*, 15(1), 42. https://doi.org/10.4103/picr.picr_318_23
- Santoso, H. B., Schrepp, M., Hasani, L. M., Fitriansyah, R., & Setyanto, A. (2022). The use of User Experience Questionnaire Plus (UEQ+) for cross-cultural UX research: Evaluating Zoom and Learn Quran Tajwid as online learning tools. *Heliyon*, 8(11), e11748. <https://doi.org/10.1016/j.heliyon.2022.e11748>

- Schrepp, D. M. (2023). *User Experience Questionnaire Handbook* (Version 11). www.ueq-online.org
- Suryadi, S., Dhieni, N., & Edwita, E. (2025). The Influence of Socio-Economic Status, Parenting Style, and Self-Control on Children's Prosocial Behavior. *Islamic Guidance and Counseling Journal*, 8(1). Scopus. <https://doi.org/10.25217/0020258545800>
- Tampubolon, A. I. M., Rokhmawati, R. I., & Fanani, L. (2021). *Analisis Usability Aplikasi Mobile Layanan Paspor Online Menggunakan Metode Usability Testing (Studi Kasus: Kantor Imigrasi Kelas I Malang)*.
- UX World. (2024). *How to Conduct A UX Redesign?* How to Conduct A UX Redesign? - UX Design World. <https://uxdworld.com/how-to-conduct-ux-redesign/>
- Visual Studio Code. (n.d.). *Why did we build Visual Studio Code?* Retrieved June 12, 2025, from <https://code.visualstudio.com/docs/editor/whyvscode>
- Wallace, S., Bylinskii, Z., Dobres, J., Kerr, B., Berlow, S., Treitman, R., Kumawat, N., Arpin, K., Miller, D. B., Huang, J., & Sawyer, B. D. (2022). Towards Individuated Reading Experiences: Different Fonts Increase Reading Speed for Different Individuals. *ACM Trans. Comput.-Hum. Interact.*, 29(4). <https://doi.org/10.1145/3502222>