

DAFTAR PUSTAKA

- (ISO), I. O. for S. (2018). Ergonomics of human-system interaction - Part 11: Usability: Definitions and Concepts. *Iso 9241-11:2018(E)*.
- A.S, R., & Shalahuddin, M. (2015). Rekayasa Perangkat Lunak Terstruktur dan Berorientasi Objek. Bandung : Informatika. In *Jurnal Pilar Nusa Mandiri*.
- Anton Nyström. (2018). Gesture-level model. *Uppsala Universitet, May*.
- Barly Vallendito. (2020). *Pemodelan User Interface Dan User Experience Menggunakan Design Thinking*.
- Bratsberg, H. M. (2012). Empathy Maps of the FourSight Preferences. *International Center for Studies in Creativity*.
- Brooke, J. (2018). System usability scale (SUS). *Iron and Steel Technology*.
- Card, S. K., Moran, T. P., Newell, A., Card, S. K., Moran, T. P., & Newell, A. (2019). The GOMS Model of Manuscript Editing. In *The Psychology of Human-Computer Interaction*. <https://doi.org/10.1201/9780203736166-5>
- Firdiansyah, A. 2020. (n.d.). *Mengenal Peran dan Fungsi UX Designer - Glints Blog*.
- Fitra Arie Budiawan. (2019). *Desain Interaksi Aplikasi Platform Traveller Menggunakan Pendekatan Design Thinking*. <https://dspace.uui.ac.id/handle/123456789/13171>
- Garrett, J. J. (2010). The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition) (Voices That Matter). In *Elements*.
- Gifary, S. (2015). INTENSITAS PENGGUNAAN SMARTPHONE TERHADAP PERILAKU KOMUNIKASI. *Jurnal Sosioteknologi, 14(2)*.
- Hassenzahl, M. (2008). User experience (UX): Towards an experiential perspective on product quality. *ACM International Conference Proceeding Series*. <https://doi.org/10.1145/1512714.1512717>
- ISO. (1998). ISO 9241-11: Guidance on Usability. *International Organization for Standardization*.
- James A. O'Brien, & Marakas, G. M. (2010). Management System Information. In *McGraw-Hill Irwin*.
- Jogiyanto. (2010). Analisa dan Desain Sistem Informasi. *Yogyakarta: Andi*.

- Kelley, D., & Brown, T. (2018). An introduction to Design Thinking. *Institute of Design at Stanford*.
- Martin, S. (2010). GOMS analysis as a tool to investigate the usability of web units for disabled users. *Universal Access in the Information Society*.
- maxmanroe. (2019). *Pengertian Desain: Fungsi, Tujuan, Prinsip, dan Jenis Desain*. Maxmanroe.
- Moran, T. P., Newell, A., & Card, S. (1983). GOMS (Goals, Operators, Methods, and Selection rules). In *The Psychology of Human Computer Interaction*.
- NFPA. (2015). Standard for the Inspection , Testing , and Maintenance of Water-Based Fire Protection Systems 2014 Edition. *NFPA*.
- Nielsen, J. (2012). Usability 101: Introduction to Usability. *All Usability*.
- Preece, J., Sharp, H., & Rogers, Y. (2015). Interaction Design - Beyond Human-Computer Interaction, Fourth Edition. *Journal of Chemical Information and Modeling*.
- Priambodo, W. (2017). *Aplikasi Perangkat Lunak Order To Invoice untuk Klinik Fisioterapi dengan Banyak Cabang (STUDI KASUS CV. HASTA HUSADA , SURABAYA)*.
- Rainer, K., Prince, B., & Cegielski, C. (2014). Introduction To Information System Supporting and Transforming Business. In *John Wiley & Sons, Inc*.
- Razi, A. A., Mutiaz, I. R., & Setiawan, P. (2018). Penerapan Metode Design Thinking Pada Model Perancangan Ui/Ux Aplikasi Penanganan Laporan Kehilangan Dan Temuan Barang Tercecer. *Desain Komunikasi Visual, Manajemen Desain Dan Periklanan (Demandia)*, 3(02), 219. <https://doi.org/10.25124/demandia.v3i02.1549>
- Rendy Sapto Nugroho. (2017). *RANCANG BANGUN PANDUAN FISIOTERAPI OLAHRAGA BERBASIS ANDROID*.
- Rostriani, Y. (2012). Perancangan Sistem Informasi Manajemen Pelayanan Fisioterapi (Studi Kasus di RSO Prof. Dr. Soeharso Surakarta) Diajukan. *PERANCANGAN SISTEM INFORMASI MANAJEMEN PELAYANAN FISIOTERAPI (Studi Kasus Di RSO Prof. Dr. Soeharso Surakarta) Diajukan*.
- Rubin, J., & Chisnell, D. (2008). Handbook Of Usability Testing 2nd Ed. In *Handbook Of Usability Testing 2nd Ed*.

- Rusanty, D. A., Tolle, H., & Fanani, L. (2019). Perancangan User Experience Aplikasi Mobile Lelenesia (Marketplace Penjualan Lele) Menggunakan Metode Design Thinking. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 3(11), 10484–10493.
- Satriyanto, E., Asmara, R., Gautama, R., Informatika, J. T., Elektronika, P., & Surabaya, N. (2009). *Online Fisioterapi Menggunakan Jsp Sebagai Sistem Pelayanan Terpadu*. 1–12.
- Satzinger, J. W., Jackson, R. B., & Burd, S. D. (2010). *System Analysis and Design with the Unified Process*. Course Technology, Cengage Learning.
- Shneiderman, B. (2009). Shneiderman’s “Eight Golden Rules of Interface Design.” In *Designing the User Interface*.
- Sofyan, A. A., Gustomi, L. F., & Fitrianto, S. (2016). Perancangan Sistem Informasi Perencanaan dan Pengendalian Bahan Baku Pada PT. Hema Medhajaya. *Jurnal Sisfotek Global*.
- Stair, R., & Reynolds, G. (2010). *Principles of Information Systems: A Managerial Approach. (9th edition)*. Thomson Course Technology.
- Standford d.school. (2010). Design Thinking Process. In *Bootcamp Bootleg*.
- Sujar, A., Saputra, A., Az-zahra, H. M., & Brata, A. H. (2019). Analisis Usability Alur Pencarian Pada Aplikasi Belanja Online Berbasis Android Dengan Model GOMS. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer (J-PTIHK) Universitas Brawijaya*, 3(1).
- Supranto, J. (2000). Statistik (Teori dan Aplikasi). *Manajemen Pemasaran, Edisi Keen*(Edisi Milenium).
- Sutandra, L., & Sulaiman, S. (2019). Analisis Layanan Teknologi Komunikasi Klinik Fisioterapi Siti Hajar. *QUERY: Jurnal Sistem Informasi*.
- T.Suratno, M. &. (2016). Analisis penentu antarmuka terbaik berdasarkan eye tracking pada sistem informasi akademik universitas jambi. *Jurnal Penelitian Universitas Jambi Sei Sains*, 2(1), 64–68. <https://online-journal.unja.ac.id/index.php/sains/article/view/2949/2195>