

## REFERENCES

- Adiyasa, A. A., & Yogasara, T. (2020). *Perancangan Website Deskripsi Pekerjaan Berdasarkan ISCO-08 dan Perhitungan Kebutuhan Pegawai*. <http://repository.unpar.ac.id/handle/123456789/12419>
- Agung, N., Hidayat, D. A., Kom, M., Rosadi, R., & Kom, M. (2019). *Pengembangan User Interface dan User Experience Menggunakan Metode User Centered Design ( Studi Kasus Aplikasi Portal Kota Mobile Bandung . go . id )*.
- Arellano, A., & Cámara, N. (2017). *The importance of ICT in society's needs: An empirical approach through Maslow's lens 1*. August, 1–2. [https://www.bbvarsearch.com/wp-content/uploads/2017/09/maslow\\_pyramid\\_en.pdf](https://www.bbvarsearch.com/wp-content/uploads/2017/09/maslow_pyramid_en.pdf)
- Brooke, J. (1986). SUS: A “Quick and Dirty” Usability Scale. In *Usability Evaluation In Industry* (Issue November 1995, pp. 207–212). CRC Press. <https://doi.org/10.1201/9781498710411-35>
- Brown, T. (2008). Design Thinking. 2008 HARVARD BUSINESS SCHOOL PUBLISHING CORPORATION, 37(2), 21–24.
- Halim, Z. (2017). *Desain Aplikasi Mobile untuk Menunjang Perawatan Mobil*. <https://repository.unpar.ac.id/handle/123456789/4867>
- Hartson, R., & Pyla, P. (2019). What Are UX and UX Design? In *The UX Book* (2nd ed.). Elsevier Inc. <https://doi.org/10.1016/b978-0-12-805342-3.00001-1>
- Ilham, H., Wijayanto, B., & Rahayu, S. P. (2021). 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>
- Joo, H. (2017). A study on understanding of UI and UX, and understanding of

- design according to user interface change. *International Journal of Applied Engineering Research*, 12(20), 9931–9935.
- Karnawan, G., Andryana, S., & Komalasari, R. T. (2020). Implementation of User Experience Using the Design Thinking Method in Prototype Cleanstic Applications. *Jurnal Teknologi Dan Manajemen Informatika (JTMI)*, 6(1), 10–17.
- Lauff, C. A., Kotys-Schwartz, D., & Rentschler, M. E. (2018). What is a prototype? what are the roles of prototypes in companies? *Journal of Mechanical Design, Transactions of the ASME*, 140(6). <https://doi.org/10.1115/1.4039340>
- Nielsen, J. (1993). Usability Engineering. In *Computing Handbook, Third Edition: Information Systems and Information Technology*. Academic Press. <https://doi.org/10.1201/b16768>
- Norman, D. A., Henderson, A., Nonnan, D., Miller, J., & Henderson, A. (1995). We Go About Doing It : HI at Apple Computer. *Conference Companion on Human Factors in Computing Systems - CHI '95, January*, 4–5. <https://doi.org/10.1145/223355.223477>
- Plattner, H. (2018). An introduction to Design Thinking. *Institute of Design at Stanford*, 6. <https://dschool-old.stanford.edu/sandbox/groups/designresources/wiki/36873/attachments/74b3d/ModeGuideBOOTCAMP2010L.pdf>
- Rubin, J., & Chisnell, D. (2008). Handbook of Usability Testing: How To Conduct Effective Test, 2nd Edition. In *simultaneously in Canada* (Second Edi). Wiley Publishing Inc.
- Sauro, J., & Lewis, J. (2016). Quantifying the user experience: practical statistics for user research by Jeff Sauro and James R. Lewis. In T. Green (Ed.), *Elsevier Inc.* (2nd Editio, Vol. 38, Issue 1). Elsevier Inc. <https://doi.org/10.1016/B978-0-12-802308-2.00001-1>
- Shirvanadi, E. C., & Idris, M. (2021). Perancangan Ulang UI/UX Situs E-

Learning Amikom Center Dengan Metode Design Thinking (Studi Kasus: Amikom Center). *Automata*.

Sidiq, M. A. (2020). *Penerapan Metode Design Thinking Untuk ( Studi Kasus : Data Multimedia ) ( Studi Kasus : Data Multimedia )*. 72.

Vatsal Sharma, A. K. T. (2021). A Study on User Interface and User Experience Designs and its Tools. *World Journal of Research and Review (WJRR)*, 12(6), 41–44. [https://www.wjrr.org/download\\_data/WJRR1206016.pdf](https://www.wjrr.org/download_data/WJRR1206016.pdf)