

Dafar Pustaka

- [1] R. K. Ellis, "Learning Management Systems," 2009.
- [2] S. Kerschenbaum and B. Biehn, "LMS Selection Best Practices (White paper)." 2009.
- [3] K. B. Lee and R. Salman, "The Design and Development of Mobile Collaborative Learning Application Using Android," 2012. [Online]. Available: www.jitae.org
- [4] Anwar Iswandi, "Telkom University Terima 8.036 Mahasiswa Baru dari 100 Ribu Lebih Pendaftar," Sep. 28, 2022. <https://tekno.tempo.co/read/1639213/telkom-university-terima-8-036-mahasiswa-baru-dari-100-ribu-lebih-pendaftar#:~:text=TEMPO.CO%2C%20Jakarta%20%2D%20Telkom,pada%20tahun%20akademik%202022%2F2023>. (accessed Nov. 30, 2022).
- [5] A. Bangor, P. Kortum, and J. Miller, "Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale," *J. Usability Studies*, vol. 4, no. 3, pp. 114–123, May 2009.
- [6] D. Dhar and P. Yammiyavar, "Design approach for E-learning systems: Should it be user centered or learner centered," in *Proceedings - 2012 IEEE 4th International Conference on Technology for Education, T4E 2012*, 2012, pp. 239–240. doi: 10.1109/T4E.2012.57.
- [7] P. Y. Pratiwi and I. G. Sudirtha, "SISTEMASI: Jurnal Sistem Informasi Identification of Learning Experience in Online Learning with User Persona Techniques Based on Learner-Centered Design Concepts." [Online]. Available: <http://sistemasi.ftik.unisi.ac.id>
- [8] Interaction-design.org, "What is User Interface (UI) Design?" <https://www.interaction-design.org/literature/topics/ui-design> (accessed Oct. 24, 2022).
- [9] "Consistency in UI Design: Creativity Without Confusion," 2015.
- [10] I. Tesler, "The Main Steps of The User Interface Design," Jun. 11, 2020. <https://intetics.com/blog/the-main-steps-of-the-user-interface-design/> (accessed Oct. 24, 2022).
- [11] International Organization for Standardization, "ISO 9241-210:2010(en) Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems," 2010. <https://www.iso.org/obp/ui/#iso:std:iso:9241:-210:ed-1:en> (accessed Oct. 24, 2022).
- [12] D. Norman and J. Nielsen, "The Definition of User Experience (UX)." <https://www.nngroup.com/articles/definition-user-experience/> (accessed Oct. 24, 2022).

- [13] J. Garrett, *The Elements of User Experience: User-Centered Design for the Web and Beyond*. 2010.
- [14] Interaction-design.org, “What is Usability?” <https://www.interaction-design.org/literature/topics/usability> (accessed Oct. 25, 2022).
- [15] Rubin, Jeffrey, D. Chisnell, and Dana, *Handbook of Usability Testing*. 2008.
- [16] J. Nielsen, “Usability 101: Introduction to Usability,” Jan. 03, 2012. <https://www.nngroup.com/articles/usability-101-introduction-to-usability/> (accessed Oct. 30, 2022).
- [17] J. Brooke, “SUS: a retrospective,” *J Usability Stud*, vol. 8, pp. 29–40, Jan. 2013.
- [18] J. Brooke, “SUS: A quick and dirty usability scale,” *Usability Eval. Ind.*, vol. 189, Nov. 1995.
- [19] V. Yoga Pudya Ardhana, “Evaluasi Usability E-Learning Universitas Qamarul Huda Menggunakan System Usability Scale (SUS),” 2022. [Online]. Available: <https://djournals.com/jieee>
- [20] J. Lewis and J. Sauro, “Item Benchmarks for the System Usability Scale,” vol. 13, pp. 158–167, May 2018.
- [21] A. Wibowo Soejono, A. Setyanto, and A. Fatah Sofyan, “Evaluasi Usability Website UNRIYO Menggunakan System Usability Scale (Studi Kasus: Website UNRIYO)”, [Online]. Available: www.respati.ac.id
- [22] P. Insap Santosa and dan Wing Wahyu Winarno, *Evaluasi Usability pada Sistem Informasi Pasar Kerja... EVALUASI USABILITY PADA SISTEM INFORMASI PASAR KERJA MENGGUNAKAN SYSTEM USABILITY SCALE*.
- [23] B. Courts and J. Tucker, “Using Technology To Create A Dynamic Classroom Experience,” *Journal of College Teaching & Learning (TLC)*, vol. 9, p. 121, Mar. 2012, doi: 10.19030/tlc.v9i2.6907.
- [24] N. Nursalam and F. Efendi, *Pendidikan Dalam Keperawatan*. 2008. [Online]. Available: <https://www.researchgate.net/publication/237845334>
- [25] D. Syah, “dkk. 2009,” *Strategi belajar mengajar*.
- [26] M. Pröbster, J. Hermann, and N. Marsden, “Personas and Persons - An Empirical Study on Stereotyping of Personas,” in *Proceedings of Mensch Und Computer 2019*, in MuC’19. New York, NY, USA: Association for Computing Machinery, 2019, pp. 137–145. doi: 10.1145/3340764.3340771.
- [27] J. Grudin, “Why Personas Work: The Psychological Evidence,” in *The Persona Lifecycle*, 2006, pp. 642–664. doi: 10.1016/B978-012566251-2/50013-7.
- [28] S. Faily and I. Flechais, *Persona cases: A technique for grounding personas*. 2011. doi: 10.1145/1978942.1979274.

- [29] F. R. Dam and T. Y. Siang, “Personas – A Simple Introduction,” Jan. 2022. <https://www.interaction-design.org/literature/article/personas-why-and-how-you-should-use-them> (accessed Oct. 26, 2022).
- [30] Riyanti Sianturi, “Persona.” <https://riyanthisianturi.com/persona/> (accessed Nov. 30, 2022).
- [31] T. Fessenden, “Design Systems 101,” Apr. 11, 2021. <https://www.nngroup.com/articles/design-systems-101/> (accessed Oct. 27, 2022).
- [32] “Hierarchical Task Analysis __ UXmatters”.
- [33] “15650121 (1)”.
- [34] M. Minarni, N. A. Tanjung, N. Sari, and N. Ernawati, “Pengembangan Aplikasi Pengenalan Kuliner Dan E-Recipe Khas Kalimantan Tengah Berbasis Android,” *JURIKOM (Jurnal Riset Komputer)*, vol. 9, no. 4, p. 1210, Aug. 2022, doi: 10.30865/jurikom.v9i4.4713.
- [35] “Mengenal Android Studio,” 2023. <https://developer.android.com/studio/intro?hl=id> (accessed Mar. 05, 2023).
- [36] F. Romadoni, “Apa Itu Bahasa Pemrograman Kotlin?,” 2017. <https://teknojurnal.com/apa-itu-bahasa-pemrograman-kotlin/> (accessed Mar. 04, 2023).
- [37] D. Cervone and L. A. Pervin, “Kepribadian: Teori dan penelitian,” *Jakarta: Salemba Humanika*, 2012.
- [38] American Psychological Association, “Personality.” <https://www.apa.org/topics/personality> (accessed Mar. 15, 2023).
- [39] S. Yusuf and A. J. Nurihsan, *Teori kepribadian*. PT Remaja Rosdakarya, 2011.
- [40] D. Kuntjojo and M. Pd, “PSIKOLOGI KEPRIBADIAN.”
- [41] P. Saul Mcleod, “Introvert And Extrovert Personality: Signs, Theories, & Differences,” 2023. <https://www.simplypsychology.org/introvert-extrovert.html> (accessed Jul. 05, 2023).
- [42] B. K. Blaylock and L. P. Rees, “COGNITIVE STYLE AND THE USEFULNESS OF INFORMATION*.”
- [43] C. Soles and L. Moller, “International Journal of Educational Technology Myers Briggs Type Preferences in Distance Learning Education.” [Online]. Available: <https://ascilite.org/archived-journals/ijet/v2n2/soles/>
- [44] J. Kim, A. Lee, and H. Ryu, “Personality and its effects on learning performance: Design guidelines for an adaptive e-learning system based on a user model,” *Int J Ind Ergon*, vol. 43, no. 5, pp. 450–461, 2013, doi: 10.1016/j.ergon.2013.03.001.

- [45] “Myers Briggs Personality Types.” <https://www.teamtechnology.co.uk/tt/t-article/mb-simpl.htm#:~:text=Myers%2DBriggs%20theory%20is%20an,304>). (accessed Mar. 20, 2023).
- [46] T. Alves, J. Natálio, J. Henriques-Calado, and S. Gama, “Incorporating personality in user interface design: A review,” *Personality and Individual Differences*, vol. 155. Elsevier Ltd, Mar. 01, 2020. doi: 10.1016/j.paid.2019.109709.
- [47] W. Jones, C. Drake, D. Mack, B. Reeder, B. Trautner, and H. L. Wald, “Developing mobile clinical decision support for nursing home staff assessment of urinary tract infection using goal-directed design,” *Appl Clin Inform*, vol. 8, no. 2, pp. 632–650, 2017, doi: 10.4338/ACI-2016-12-RA-0209.
- [48] J. Dumeez, M. Bernaert, and G. Poels, “Development of software tool support for enterprise architecture in small and medium-sized enterprises,” in *Lecture Notes in Business Information Processing*, Springer Verlag, 2013, pp. 87–98. doi: 10.1007/978-3-642-38490-5_7.
- [49] interaction-design.org, “What is User Centered Design?” <https://www.interaction-design.org/literature/topics/user-centered-design> (accessed Oct. 29, 2022).
- [50] ELM Learning, “What is Learner Centered Design ?,” Aug. 02, 2022. <https://elmlearning.com/blog/learner-centered-design#:~:text=Learner%2Dcentered%20design%20focuses%20on,the%20materials%20around%20their%20experience>. (accessed Oct. 29, 2022).
- [51] P. Zaharias and A. Poulymenakou, “IMPLEMENTING THE LEARNER-CENTERED DESIGN PARADIGM FOR WEB-BASED TRAINING CURRICULA.” [Online]. Available: www.career-space.com
- [52] B. R. Momintan, E. Darwiyanto, and J. H. Husen, “Pemodelan User Interface Aplikasi Pengenalan Rambu Lalu Lintas dengan Augmented Reality berdasarkan User Experience untuk Anak Usia Dini.”
- [53] Z. Alfaen, I. L. Sardi, and M. Adrian, “Evaluation and Redesign of Telkom University’s Open Library Website Interface Using the Goal Directed Design (GDD) Method,” *Building of Informatics, Technology and Science (BITS)*, vol. 4, no. 2, Sep. 2022, doi: 10.47065/bits.v4i2.1949.
- [54] 53rd Hawaii International Conference on System Sciences (HICCS), online, January 5-8, 2021. University of Hawai’i at Manoa, 2021.
- [55] R. Hartson and P. Pyla, “Mental models and conceptual design,” *The UX Book; Elsevier: Cambridge, UK*, pp. 327–340, 2019.
- [56] J. Veen, “M E N T A L M O D E L S Aligning Design Strategy with Human Behavior by INDI YOUNG foreword.” [Online]. Available: www.rosenfeldmedia.com/books/mental-models/

- [57] Z. Sharfina and H. B. Santoso, “An Indonesian Adaptation of the System Usability Scale (SUS).”