

DAFTAR ISI

HALAMAN PENGESAHAN.....	iv
KATA PENGANTAR	viii
DAFTAR ISI.....	x
DAFTAR TABEL.....	xii
DAFTAR GAMBAR	xiii
ABSTRAK.....	xv
<i>ABSTRACT</i>	xvi
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang Masalah.....	1
1.2 Perumusan Masalah	5
1.3 Pertanyaan Penelitian.....	5
1.4 Batasan Masalah	6
1.5 Tujuan Penelitian	6
1.6 Manfaat Hasil Penelitian.....	6
BAB II TINJAUAN PUSTAKA DAN LANDASAN TEORI.....	6
2.1 Tinjauan Pustaka	6
2.2 Landasan Teori	13
2.2.1 <i>Redesign</i>	13
2.2.1 <i>User Interface</i>	13
2.2.2 <i>User Experience</i>	13
2.2.3 <i>Website</i> Program studi Sistem Informasi	13
2.2.4 <i>User Centered Design</i> (UCD).....	14
2.2.5 <i>System Usability Scale</i> (SUS)	15
2.2.1 Teknik Purpose Sampling	16
2.2.2 Skala Pengukuran (Likert)	17
2.2.3 <i>User Persona</i>	17
2.2.4 UML.....	18
2.2.5 <i>Wireframe</i>	19
2.2.6 <i>Style guide</i>	19

2.2.7	<i>Mockup</i>	19
2.2.8	Figma	20
2.2.9	<i>Front-End</i>	20
2.2.10	HTML	20
2.2.11	CSS	20
2.2.12	Tailwind CSS	21
2.2.13	Visual Studio Code.....	21
BAB III METODOLOGI PENELITIAN		22
3.1	Subyek dan Obyek Penelitian	22
3.2	Alat dan Bahan Penelitian.....	22
3.2.1	Alat Penelitian.....	22
3.2.2	Bahan Penelitian	23
3.3	Diagram Alir Penelitian	23
3.3.1	Identifikasi masalah	24
3.3.2	Studi Literatur	24
3.3.3	<i>Understand Context of Use</i>	24
3.3.4	<i>Specify User Requirements</i>	28
3.3.5	<i>Design Solution</i>	29
3.3.6	<i>Evaluate Against Requirements</i> (Evaluasi Solusi Desain).....	32
3.3.7	Implementasi <i>Front End</i>	32
BAB IV HASIL DAN PEMBAHASAN.....		35
4.1	<i>Design Solution</i>	35
4.2.1	UML.....	35
4.2.2	<i>Wireframe</i>	40
4.2.3	<i>Style Guidlane</i>	40
4.2.4	<i>Mockup</i>	41
4.2	<i>Evaluate Against Requirements</i>	55
BAB V PENUTUP		59
5.1	Kesimpulan	59
5.2	Saran	59
DAFTAR PUSTAKA		60
LAMPIRAN.....		65