

DAFTAR PUSTAKA

- Alfian. (2023). STANDARDIZING EDUCATION THROUGH NATIONAL EXAMINATION IN INDONESIA: THE REFLECTION OF PREVIOUS EXAMINATION POLICY. *JURNAL SCIENTIA*, 12, 2023. <https://doi.org/https://doi.org/10.58471/scientia.v12i02.1386>
- Aprilia, I., Santoso, P. I., Ferdiana, R., Elektro, T., Informatika, T., Gadjah, U., & Yogyakarta, M. (2015). *Pengujian Usability Website Menggunakan System Usability Scale Website Usability Testing using System Usability Scale* (Vol. 17, Nomor 1). <http://www.tegal>
- Bangor, A., Kortum, P., & Miller, J. (2009). Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale. Dalam *Journal of Usability Studies* (Vol. 4).
- careerfoundry.com. (2022a, Desember 6). *How To Create A User Flow: A Step-By-Step Guide*. <https://careerfoundry.com/en/blog/ux-design/how-to-create-a-user-flow/>.
- careerfoundry.com. (2022b, Desember 6). *What Is a Persona? Everything You Need to Know*. <https://careerfoundry.com/en/blog/ux-design/what-is-a-persona/>.
- draw.io. (2023). *About draw.io*. <https://www.drawio.com/about>
- Duan, H., Wang, Z., Ji, Y., Ma, L., Liu, F., Chi, M., Deng, N., & An, J. (2020). Using goal-directed design to create a mobile health app to improve patient compliance with hypertension self-management: Development and deployment. *JMIR mHealth and uHealth*, 8(2). <https://doi.org/10.2196/14466>
- Geisen, E., & Bergstrom, J. R. (2017). *Usability testing for survey research*. Morgan Kaufmann.

- Gericke, K., Eckert, C., & Stacey, M. (2022). Elements of a design method - a basis for describing and evaluating design methods. *Design Science*, 8. <https://doi.org/10.1017/dsj.2022.23>
- Gibbons, S. (2016). *Design Thinking* 101. <https://www.nngroup.com/articles/design-thinking/>.
- Gibbons, S. (2018, Mei 27). *Using Prioritization Matrices to Inform UX Decisions*. <https://www.nngroup.com/articles/prioritization-matrices/>.
- interaction-design.org. (2024a). *User Centered Design (UCD)*.
- interaction-design.org. (2024b, Maret 12). *The 5 Stages in the Design Thinking Process*. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process?srsId=AfmBOopnacXx0QrHbhcJXiDVT5quhl7xSCOu5gC3YLxEVZ1oUUyB3ZC>.
- JH, S., & Baderiah, B. (2020). Learning Evaluation Management. *International Journal of Asian Education*, 1(2), 61–72. <https://doi.org/10.46966/ijae.v1i2.39>
- Maze.co. (2024). *Maze*.
- Morville, P., & Sullenger, P. (2010). Ambient Findability: Libraries, Serials, and the Internet of Things. *Serials Librarian*, 58(1–4), 33–38. <https://doi.org/10.1080/03615261003622999>
- Muhson, A. (2010). PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS TEKNOLOGI INFORMASI. Dalam *Jurnal Pendidikan Akuntansi Indonesia: Vol. VIII* (Nomor 2).
- Mursyidah, A., Aknuranda, I., & Muslimah Az-Zahra, H. (2019). *Perancangan Antarmuka Pengguna Sistem Informasi Prosedur Pelayanan Umum Menggunakan Metode Design Thinking (Studi Kasus: Fakultas Ilmu Komputer Universitas Brawijaya)* (Vol. 3, Nomor 4). <http://j-ptiik.ub.ac.id>

- Nielson, J. (1993). *Usability Engineering*.
- Nurkholis. (2013). PENDIDIKAN DALAM UPAYA MEMAJUKAN TEKNOLOGI. Dalam 24 | *Jurnal Kependidikan* (Vol. 1, Nomor 1).
- Plattner, H., Meinel, C., & Leifer, L. (2016). *Design Thinking Research : Making Design Thinking Foundational*. Springer International Publishing Switzerland 2016. <https://doi.org/10.1007/978-3-319-19641-1>
- Prihatna, H. (2005). *Kiat Praktis Menjadi Webmaster Profesional*. Elex Media Komputindo.
- Soulisa, I., Supratman, M., Rosfiani, O., Renaldi, R., Tri Utomo, W., Maman Hermawan, C., Ariati, C., Riyanti, A., Fanny Tauran, S., Astiswijaya, N., & Sutisnawati, A. (2022). *EVALUASI PEMBELAJARAN*. www.penerbitwidina.com
- Staiano, F. (2022). *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*. Packt Publishing Ltd.
- Tan, J., Chen, Y., & Jiao, S. (2023). *Visual Studio Code in Introductory Computer Science Course: An Experience Report*. 2022-March, 36–47. <https://doi.org/10.1145/nnnnnnnn.nnnnnnnn>
- Todorovic, D. (2008). Gestalt principles. *Scholarpedia*, 3(12), 5345. <https://doi.org/10.4249/scholarpedia.5345>
- Wichansky, A. M. (2000). Usability testing in 2000 and beyond. *Ergonomics*, 43(7), 998–1006. <https://doi.org/10.1080/001401300409170>
- William, A. (2009). *User-Centered Design, Activity-Centered Design, and Goal-Directed Design: A Review of Three Methods for Designing Web Applications*. ACM Digital Library. <https://doi.org/https://doi.org/10.1145/1621995.162199>

Witteman, H., Vaisson, G., Provencher, T., Dansokho, S. C., Colquhoun, H., Dugas, M., Fagerlin, A., Anik, G., Haslett, L., Hoffman, A., Ivers, N., Légaré, F., Stacey, D., Trottier, M.-È., Volk, R. J., & Renaud, J.-S. (2019). *Development and Validation of UCD-11: An 11-item Measure of User-Centered Design for Patient-Centered Tools*.

Zain Sarnoto, A., Hidayat, R., Hakim, L., Alhan, K., & Dian Sari, W. (2023). Analisis Penerapan Teknologi dalam Pembelajaran dan Dampaknya terhadap Hasil Belajar. *Journal on Education*, 06(01).

Alfian. (2023). STANDARDIZING EDUCATION THROUGH NATIONAL EXAMINATION IN INDONESIA: THE REFLECTION OF PREVIOUS EXAMINATION POLICY. *JURNAL SCIENTIA*, 12, 2023. <https://doi.org/https://doi.org/10.58471/scientia.v12i02.1386>

Aprilia, I., Santoso, P. I., Ferdiana, R., Elektro, T., Informatika, T., Gadjah, U., & Yogyakarta, M. (2015). *Pengujian Usability Website Menggunakan System Usability Scale Website Usability Testing using System Usability Scale* (Vol. 17, Nomor 1). <http://www.tegal>

Bangor, A., Kortum, P., & Miller, J. (2009). Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale. Dalam *Journal of Usability Studies* (Vol. 4).

careerfoundry.com. (2022a, Desember 6). *How To Create A User Flow: A Step-By-Step Guide*. <https://careerfoundry.com/en/blog/ux-design/how-to-create-a-user-flow/>.

careerfoundry.com. (2022b, Desember 6). *What Is a Persona? Everything You Need to Know*. <https://careerfoundry.com/en/blog/ux-design/what-is-a-persona/>.

draw.io. (2023). *About draw.io*. <https://www.drawio.com/about>

Duan, H., Wang, Z., Ji, Y., Ma, L., Liu, F., Chi, M., Deng, N., & An, J. (2020). Using goal-directed design to create a mobile health app to improve patient

- compliance with hypertension self-management: Development and deployment. *JMIR mHealth and uHealth*, 8(2). <https://doi.org/10.2196/14466>
- Geisen, E., & Bergstrom, J. R. (2017). *Usability testing for survey research*. Morgan Kaufmann.
- Gericke, K., Eckert, C., & Stacey, M. (2022). Elements of a design method - a basis for describing and evaluating design methods. *Design Science*, 8. <https://doi.org/10.1017/dsj.2022.23>
- Gibbons, S. (2016). *Design Thinking* 101. <https://www.nngroup.com/articles/design-thinking/>.
- Gibbons, S. (2018, Mei 27). *Using Prioritization Matrices to Inform UX Decisions*. <https://www.nngroup.com/articles/prioritization-matrices/>.
- interaction-design.org. (2024a). *User Centered Design (UCD)*.
- interaction-design.org. (2024b, Maret 12). *The 5 Stages in the Design Thinking Process*. <https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process?srsltid=AfmBOopnacXx0QrHbhcJXiDVT5quhl7xSCOu5gC3YLxEVZ1oUUyB32ZC>.
- JH, S., & Baderiah, B. (2020). Learning Evaluation Management. *International Journal of Asian Education*, 1(2), 61–72. <https://doi.org/10.46966/ijae.v1i2.39>
- Maze.co. (2024). *Maze*.
- Morville, P., & Sullenger, P. (2010). Ambient Findability: Libraries, Serials, and the Internet of Things. *Serials Librarian*, 58(1–4), 33–38. <https://doi.org/10.1080/03615261003622999>
- Muhson, A. (2010). PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS TEKNOLOGI INFORMASI. Dalam *Jurnal Pendidikan Akuntansi Indonesia: Vol. VIII* (Nomor 2).
- Mursyidah, A., Aknuranda, I., & Muslimah Az-Zahra, H. (2019). *Perancangan Antarmuka Pengguna Sistem Informasi Prosedur Pelayanan Umum*

Menggunakan Metode Design Thinking (Studi Kasus: Fakultas Ilmu Komputer Universitas Brawijaya) (Vol. 3, Nomor 4). <http://j-ptiik.ub.ac.id>

Nielson, J. (1993). *Usability Engineering*.

Nurkholis. (2013). PENDIDIKAN DALAM UPAYA MEMAJUKAN TEKNOLOGI. Dalam 24 | *Jurnal Kependidikan* (Vol. 1, Nomor 1).

Plattner, H., Meinel, C., & Leifer, L. (2016). *Design Thinking Research : Making Design Thinking Foundational*. Springer International Publishing Switzerland 2016. <https://doi.org/10.1007/978-3-319-19641-1>

Prihatna, H. (2005). *Kiat Praktis Menjadi Webmaster Profesional*. Elex Media Komputindo.

Soulisa, I., Supratman, M., Rosfiani, O., Renaldi, R., Tri Utomo, W., Maman Hermawan, C., Ariati, C., Riyanti, A., Fanny Tauran, S., Astiswijaya, N., & Sutisnawati, A. (2022). *EVALUASI PEMBELAJARAN*. www.penerbitwidina.com

Staiano, F. (2022). *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*. Packt Publishing Ltd.

Tan, J., Chen, Y., & Jiao, S. (2023). *Visual Studio Code in Introductory Computer Science Course: An Experience Report*. 2022-March, 36–47. <https://doi.org/10.1145/nnnnnnnn.nnnnnnnn>

Todorovic, D. (2008). Gestalt principles. *Scholarpedia*, 3(12), 5345. <https://doi.org/10.4249/scholarpedia.5345>

Wichansky, A. M. (2000). Usability testing in 2000 and beyond. *Ergonomics*, 43(7), 998–1006. <https://doi.org/10.1080/001401300409170>

William, A. (2009). *User-Centered Design, Activity-Centered Design, and Goal-Directed Design: A Review of Three Methods for Designing Web Applications*. ACM Digital Library. <https://doi.org/https://doi.org/10.1145/1621995.162199>

Witteman, H., Vaisson, G., Provencher, T., Dansokho, S. C., Colquhoun, H., Dugas, M., Fagerlin, A., Anik, G., Haslett, L., Hoffman, A., Ivers, N., Légaré, F., Stacey, D., Trottier, M.-È., Volk, R. J., & Renaud, J.-S. (2019). *Development and Validation of UCD-11: An 11-item Measure of User-Centered Design for Patient-Centered Tools*.

Zain Sarnoto, A., Hidayat, R., Hakim, L., Alhan, K., & Dian Sari, W. (2023). Analisis Penerapan Teknologi dalam Pembelajaran dan Dampaknya terhadap Hasil Belajar. *Journal on Education*, 06(01).