

DAFTAR PUSTAKA

- [1] A. Dlh, "PENGERTIAN DAN PENGELOLAAN SAMPAH ORGANIK DAN ANORGANIK." Accessed: Jan. 22, 2025. [Online]. Available: <https://dlh.bulelengkab.go.id/informasi/detail/artikel/pengertian-dan-pengelolaan-sampah-organik-dan-anorganik-13>
- [2] M. A. Dkk, "Edukasi Mengenai Pentingnya Pemilahan Serta Pengolahan Sampah Untuk Mengurangi Dampak Negatif Terhadap Lingkungan," *Darmabakti J. Inov. Pengabd. dalam Penerbangan*, vol. 4, no. 1, pp. 11–17, 2023, [Online]. Available: <https://e-journal.poltekbangplg.ac.id/index.php/darmabakti/article/view/108>
- [3] E. Damanhuri and T. Padmi, "Pengelolaan Sampah," *13th Congr. Int. Comm. Opt. Opt. Mod. Sci. Technol. Conf. Dig.*, pp. 638–639, 1984, doi: 10.1364/josaa.1.000711.
- [4] Admin, "Apa yang Dimaksud dengan Limbah B3?," Mutu International. Accessed: Feb. 14, 2025. [Online]. Available: <https://mutucertification.com/pengertian-limbah-b3-dan-jenisnya/>
- [5] P. N. Berliana, Restu Hikmah Ayu Murti, and Wahyu Dwi Utomo, "Kajian Pengelolaan Limbah Bahan Berbahaya dan Beracun (B3) PT. X," *INSOLOGI J. Sains dan Teknol.*, vol. 2, no. 2, pp. 400–408, 2023, doi: 10.55123/insologi.v2i2.1280.
- [6] M. Safriani *et al.*, "Sosialisasi pengurangan sampah plastik dan dampak sampah plastik pada siswa SMA 2 Darul Makmur Kabupaten Nagan Raya," *J. Karya Abdi Masy.*, vol. 6, no. 2, pp. 449–454, 2022, [Online]. Available: <https://mail.online-journal.unja.ac.id/JKAM/article/view/22975>
- [7] A. W. Bimantara and I. V Paputungan, "Perancangan Ui/Ux Desain Aplikasi Mobile Taman Sampah Desa Cepogo Dengan Metode Design Thinking," *J. Sains, Nalar, dan Apl. Teknol. Inf.*, vol. 2, no. 2, pp. 1–9, 2023, doi: 10.20885/snati.v2i2.20.
- [8] E. Pujastuti, A. Nurmasani, W. Widayani, L. D. Farida, N. Widjiati, and A. S. Kusumaningrum, "Implementasi Design Thinking Untuk Perancangan Ui/Ux Aplikasi One Collecting Agent (Oca)," *JuTI "Jurnal Teknol. Informasi"*, vol. 3, no. 1, p. 49, 2024, doi: 10.26798/juti.v3i1.1405.
- [9] H. P. Putra and Agussalim, "Journal of Computer Engineering , Electronics and Information Technology (COELITE) Optimal UX / UX Design Through Lean UX Methodology : MTI Pay Case Study," *J. Comput. Eng. Electron. Inf. Technol.*, vol. 3, no. 1, pp. 11–26, 2024.
- [10] S. I. Purnamasari and P. S. A. Sitogasa, "Analisis sistem pengelolaan sampah di TPA Tegalsari Kabupaten Blitar," *Envirotek J. Ilm. Tek. Lingkung.*, vol. 16, no. 1, pp. 25–30, 2024, [Online]. Available: <http://envirotek.upnjatim.ac.id/>
- [11] M. Suphyan and T. S. Ansari, "Impact Of Household Waste Disposal," *J. Ilm. Advokasi*, vol. 11, no. 81, pp. 305–311, 2023.

- [12] V. Mahdalena, L. Handayani, and U. Uljanatunnisa, "Media Edukasi Kartu Bergambar untuk Memilah Sampah pada Siswa PAUD Srikandi," *J. ABDINUS J. Pengabd. Nusan.*, vol. 6, no. 2, pp. 402–411, 2022, doi: 10.29407/ja.v6i2.16892.
- [13] H. Cornide-Reyes, C. Durán, S. Baltierra, F. Silva-Aravena, and J. Morales, "Improving UX in Digital Transformation Projects Through Lean Principles," in *Social Computing and Social Media: 16th International Conference, SCSM 2024, Held as Part of the 26th HCI International Conference, HCII 2024, Washington, DC, USA, June 29–July 4, 2024, Proceedings, Part I*, Springer-Verlag, 2024. doi: 10.1007/978-3-031-61281-7.
- [14] J. Gothelf, *Lean UX: Applying Lean Principles to Improve User Experience*. O'Reilly Media, Inc.
- [15] L. A. Liikkanen, H. Kilpiö, L. Svan, and M. Hiltunen, "Lean UX - The next generation of user-centered Agile development?," *Proc. Nord. 2014 8th Nord. Conf. Human-Computer Interact. Fun, Fast, Found.*, pp. 1095–1100, 2014, doi: 10.1145/2639189.2670285.
- [16] R. Adinegoro, S. Suakanto, H. Fakhurroja, and M. Hardiyanti, "Comparison of UI/UX Development Using Design Thinking vs Lean UX : A Comparative Study," *Proc. - 2023 3rd Int. Conf. Electron. Electr. Eng. Intell. Syst. Responsible Technol. Sustain. Humanit. ICE3IS 2023*, no. August, pp. 147–152, 2023, doi: 10.1109/ICE3IS59323.2023.10335225.
- [17] G. I. Marthasari, F. N. Praadita, and B. S. Wiyono, "Tampilan Aplikasi Metode Lean User Experience dan System Usability Scale pada Analisis, Perancangan, dan Evaluasi Antarmuka Aplikasi Mobile.pdf," *J. Teknol. Inf. dan Ilmu Komput.*, 2025, doi: 10.25126/jtiik2025125762.
- [18] A. Rahmadani, "Penerapan Lean UX untuk Pengembangan Desain Interaksi Aplikasi HiVet," *Univ. Islam Indones.*, 2022, [Online]. Available: <https://dspace.uui.ac.id/handle/123456789/41598%0Ahttps://dspace.uui.ac.id/bitstream/handle/123456789/41598/18523047.pdf?sequence=1&isAllowed=y>
- [19] F. Staiano, *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile*. Packt Publishing Ltd., 2022. [Online]. Available: <https://books.google.co.id/books?hl=en&lr=&id=GOBeEAAAQBAJ&oi=fnd&pg=PP1&dq=Designing+and+Prototyping+Interfaces+with+Figma:+Learn+essential+UX/UI+design+principles+by+creating+interactive+prototypes+for+mobile&ots=elbyri4T2Q&sig=q79yjiUH1l6Vs0f-PQmX9NnWfa>
- [20] N. Hamidli, "Introduction to UI/UX Design: Key Concepts and Principles," *academia.edu*, pp. 1–30, 2023.
- [21] L. A. Leiva *et al.*, "Understanding Visual Saliency in Mobile User Interfaces," 2021.
- [22] W. A. Mohammed and H. Husni, "Reading apps for children: Readability from the design perspective," *AIP Conf. Proc.*, vol. 1891, no. October 2017, 2017, doi:

10.1063/1.5005428.

- [23] E. W. Sulistyono and S. Sofiana, "Perancangan Desain User Interface/User Experience Web Layanan Informasi Kamus Dengan Metode Lean User Experience (Lean UX) Pada Universitas Pamulang," *BULLET J. Multidisiplin Ilmu*, vol. 1, no. 03, pp. 357–368, 2022.
- [24] A. Wijanarko, F. Solikhin, E. Antoni, and H. N. Fadhill, "Implementasi Metode Lean UX dan Efek Positifnya Pada Pengembangan Game Edukasi Berbasis Android Materi Ikatan Kimia," *JTKSI (Jurnal Teknol. Komput. dan Sist. Informasi)*, vol. 6, no. 1, p. 58, 2023, doi: 10.56327/jtksi.v6i1.1394.
- [25] A. Gultom, G. Rumengan, and A. Trigono, "Implementasi Sistem Informasi Manajemen Rumah Sakit Terhadap Kinerja Pelayanan Kesehatan Di Rumah Sakit Umum Universitas Kristen Indonesia Jakarta Tahun 2023," *J. Manaj. dan Adm. Rumah Sakit Indones.*, vol. 7, no. 3, pp. 227–235, 2023, doi: 10.52643/marsi.v7i3.3384.
- [26] A. Nur, B. Utama, R. Fitriani, D. Firdaus, Z. Arief, and A. Y. Vandika, "Analisis Minat Nasabah dalam Penggunaan Mobile Banking," *EKOMA J. Ekon. Manajemen, Akunt.*, vol. 4, no. 1, pp. 2687–2698, 2024.
- [27] Khusnul Alifah, "Evaluasi User Interface Dan User Experience Dengan MetodeHeuristic Evaluation Pada Sistem Informasi Manajemen Pegawai(Studi Kasus : Biro Sumber Daya Manusia Kemdikbudristek)," *Skripsi*, pp. i–179, 2023.
- [28] I. G. Ardikayana and A. Mailangkay, "PERANCANGAN APLIKASI PENDIDIKAN LINGKUNGAN DAN BUDAYA JAKARTA MENGGUNAKAN UI DAN UX UNTUK ANAK USIA 5-13 TAHUN.pdf," in *PROSIDING SEMINAR NASIONAL "Towards Economic Recovery by Accelerating Human Capital and Digital Tranformation,"* 2021.
- [29] F. Z. Malika, *PERANCANGAN DESAIN UI/UX APLIKASI DAUR ULANG SAMPAH TRASHCYCLE PADA PROGRAM STUDI INDEPENDEN PT. GREATEDU GLOBAL MAHARDIKA*. 2024.
- [30] T. Sitanggang, I. N. Tri, and A. Putra, "ANALISIS TINGKAT KEPUASAN VISUAL SEBAGAI DAMPAK DARI UI / UX DALAM APLIKASI ' MANAJER PENGELUARAN'," *J. Inform. dan Tek. Elektro Terap.*, vol. 13, no. 2, 2025, doi: <https://doi.org/10.23960/jitet.v13i2.6457>.
- [31] M. F. Taufikurrahman, "PERANCANGAN DESAIN APLIKASI UNTUK MEMINIMALISIR SAMPAH MAKANAN YANG ADA DI KOTA JAKARTA," vol. 12, no. 1, pp. 1496–1518, 2025.
- [32] N. K. Y. A. Sari and K. J. Mahadewi, "Edukasi pemilahan sampah sebagai peningkatan kesadaran lingkungan pembangunan berkelanjutan di kelurahan sanur," *Community Dev. J. J. Pengabd. Masyarakat*, vol. 6, no. 2, pp. 1640–1647, 2025, doi: <https://doi.org/10.31004/cdj.v6i2.43027>.
- [33] A. Sumantika, Y. Kornelis, Riswandi, and E. P. L. Tarigan, "EDUKASI PEMILAHAN

SAMPAH DALAM MENGATASI PERMASALAHAN SAMPAH PLASTIK DI TIBAN,” vol. 6, no. 2, pp. 507–514, 2025, doi: <https://doi.org/10.37296/jpi.v6i2.320>.

- [34] C. Wiranata, Arianti, and Syamsul Bahri, “Analisis Desain User Interface (Ui) Dan User Experience (Ux) Pengguna Aplikasi Antimacet,” *KHARISMA Tech*, vol. 18, no. 1, pp. 113–126, 2023, doi: 10.55645/kharismatech.v18i1.307.
- [35] P. I. Jatinugroho and I. V Paputungan, “Perancangan Antarmuka pada Aplikasi Edukasi Lalu Lintas (Edulin),” *AUTOMATA*, 2022.