

DAFTAR PUSTAKA

- [1] Y. B. Naput and V. P. Ramadhan, “Desain UI/UX Aplikasi Persedi untuk Mobile Menggunakan Metode User-Centered Design (Studi Kasus di SMK Setia Bakti Ruteng),” 2024.
- [2] Department of Library and Information Science, Faculty of Humanities, Universitas Indonesia, Kampus Baru UI Depok, Pondok Cina, Beji, Depok, Jawa Barat 16424, Indonesia, A. Sekarjati, I. Irawati, and Department of Library and Information Science, Faculty of Humanities, Universitas Indonesia, Kampus Baru UI Depok, Pondok Cina, Beji, Depok, Jawa Barat 16424, Indonesia, “Systematic Literature Review of Art Archive Management in Indonesia,” *Int. J. Curr. Sci. Res. Rev.*, vol. 06, no. 12, Dec. 2023, doi: 10.47191/ijcsrr/v6-i12-107.
- [3] “About – Tabel Data Informatika.” Accessed: Jul. 08, 2025. [Online]. Available: <https://web.tabeldata.com/about/>
- [4] B. F. N. Ramadlan, S. Wulandari, R. H. P. Sejati, and A. Suhendar, “Penerapan Metode UCD (User Centered Design) Pada Sistem Perpustakaan Sekolah Berbasis Android”.
- [5] F. Adnan, M. H. Muttaqin, and T. Dharmawan, “Penerapan Metode User Centered Design Untuk Mengembangkan E-Learning Universitas Jember Berbasis Mobile,” *INFORMAL Inform. J.*, vol. 3, no. 3, p. 85, Dec. 2018, doi: 10.19184/isj.v3i3.10072.
- [6] “User Centered Design,” School of Information Systems. Accessed: Apr. 27, 2025. [Online]. Available: <https://sis.binus.ac.id/2019/05/31/user-centered-design/>
- [7] D. Korsgaard, T. Bjorner, P. K. Sorensen, and P. Burelli, “Creating user stereotypes for persona development from qualitative data through semi-automatic subspace clustering,” *User Model. User-Adapt. Interact.*, vol. 30, no. 1, pp. 81–125, Mar. 2020, doi: 10.1007/s11257-019-09252-5.
- [8] “What are User Scenarios?,” The Interaction Design Foundation. Accessed: Jul. 13, 2025. [Online]. Available: <https://www.interaction-design.org/literature/topics/user-scenarios>
- [9] D. Intern, “Apa itu Wireframe? Perbedaan Wireframe, Mockup, dan Prototype,” Dicoding Blog. Accessed: Apr. 28, 2025. [Online]. Available: <https://www.dicoding.com/blog/wireframe-adalah/>
- [10] T. L. Mardi Suryanto, A. Faruqi, and W. N. Simarmata, “SYSTEM USABILITY SCALE (SUS) SEBAGAI METODE PENGUJIAN KEGUNAAN PADA SITUS PROGRAM STUDI,” *Pros. Semin. Nas. Teknol. Dan Sist. Inf.*, vol. 2, no. 1, pp. 285–294, Sep. 2022, doi: 10.33005/sitasi.v2i1.314.
- [11] E. Kurniawan, N. Nofriadi, and A. Nata, “PENERAPAN SYSTEM USABILITY SCALE (SUS) DALAM PENGUKURAN KEBERGUNAAN WEBSITE PROGRAM STUDI DI STMIK ROYAL,” *J. Sci. Soc. Res.*, vol. 5, no. 1, p. 43, Feb. 2022, doi: 10.54314/jssr.v5i1.817.

- [12] R. Setiawan, "Apa Itu Prototype? Kenapa Itu Penting?," Dicoding Blog. Accessed: Jun. 19, 2025. [Online]. Available: <https://www.dicoding.com/blog/apa-itu-prototype-kenapa-itu-penting/>