

DAFTAR PUSTAKA

- [1] I. G. I. Sudipa, B. Harto, W. Sahusilawane, H. Afriyadi, D. Handayani, and others, *TEKNOLOGI INFORMASI & SDGs*. PT. Sonpedia Publishing Indonesia, 2023. [Online]. Available: <https://books.google.co.id/books?id=FDC4EAAAQBAJ>
- [2] P. D. Indriyani Rachman and M. S. Dr. Hj. Rita Retnowati, *Implementasi SDGs Pada Pembelajaran Pendidikan Lingkungan*. uwais inspirasi indonesia, 2023. [Online]. Available: <https://books.google.co.id/books?id=gK6mEAAAQBAJ>
- [3] T. Mujtahidah *et al.*, *Budidaya Perikanan*. TOHAR MEDIA, 2023. [Online]. Available: <https://books.google.co.id/books?id=BpCrEAAAQBAJ>
- [4] N. R. Wiwesa, “User Interface dan User Experience untuk Mengelola Kepuasan Pelanggan,” vol. 3, no. 2, 2021.
- [5] A. C. Priyantono and F. Ardiansyah, “Perancangan Prototipe Mobile User Experience Aplikasi Peningkatan Sumber Daya Desa Menggunakan Metode Double Diamond,” *J Ilmu Komput Agri-Inf*, vol. 7, no. 2, pp. 96–104, Nov. 2020, doi: 10.29244/jika.7.2.96-104.
- [6] R. P. Firjatullah and W. A. Kusuma, “Perancangan User Experience Prototype E-Foodcourt Menggunakan Metode Double Diamond untuk Meningkatkan Layanan dan Kemudahan Pengguna,” vol. 9, no. 3, 2024.
- [7] N. E. Maknun and W. A. Kusuma, “Pendekatan Metode Double Diamond untuk Meningkatkan Pengalaman Pengguna pada Antarmuka Aplikasi Pendeteksi Penyakit Tanaman Sayuran,” 2024.
- [8] Ratna Nur Fadilah and Dhian Sweetania, “Perancangan Design Prototype UI/UX Aplikasi Reservasi Restoran dengan Menggunakan Metode Design Thinking,” *JUIT*, vol. 2, no. 2, pp. 132–146, May 2023, doi: 10.56127/juit.v2i2.826.
- [9] S. F. Queen Anjar, “MentalMate: Desain UI/UX Aplikasi Konsultasi Kesehatan Mental untuk Mahasiswa di XYZ Menggunakan Metode User Centered Design,” 2020.
- [10] R. D. Rifaldi, I. M. Nugroho, and I. Jaelani, “Perancangan User Interface dan User Experience Aplikasi Mobile Penjualan Souvenir dan Aksesoris pada Rumah Souvenir Purwakarta Menggunakan Metode Double Diamond,” vol. 8, no. 5, 2024.
- [11] Design Council, “Framework for Innovation: Design Council’s evolved Double Diamond.” [Online]. Available: https://www.designcouncil.org.uk/our-work/skills-learning/tools-frameworks/framework-for_innovation-design-councils-evolved-double-diamond/
- [12] M. N. N. Ramadhan, N. C. Wibowo, and E. D. Wahyuni, “Penerapan Metode Design Thinking Dalam Pembuatan UI/UX Aplikasi Marketplace Ikan Hias,” 2024.
- [13] M. N. N. Ramadhan, N. C. Wibowo, and E. D. Wahyuni, “Penerapan Metode Design Thinking Dalam Pembuatan UI/UX Aplikasi Marketplace Ikan Hias”.

- [14] D. A. Rusanty, H. Tolle, and L. Fanani, “Perancangan User Experience Aplikasi Mobile Lelenesia (Marketplace Penjualan Lele) Menggunakan Metode Design Thinking,” 2019.
- [15] P. Z. Dinata, M. A. Urwah, M. R. Rahmawan, and E. Junaeti, “Perancangan UI/UX pada web e-commerce ‘Hallo Coffee’ menggunakan metode user-centered design,” vol. 5, no. 1, 2023.
- [16] J. Comachio *et al.*, “‘My Back Exercise App’—mHealth for Low Back Pain: Development and Usability Testing,” *J Healthc Inform Res*, vol. 9, no. 1, pp. 67–87, Mar. 2025, doi: 10.1007/s41666-024-00179-0.
- [17] N. N. Kamalia and M. Si, “Rencana Strategis Dinas Ketahanan Pangan dan Perikanan Kabupaten Jombang 2024-2026,” 2023.
- [18] M. Mulyono and L. B. Ritonga, *Kamus Akuakultur (Budidaya Perikanan)*. STP Press, 2019. [Online]. Available: <https://books.google.co.id/books?id=zamMDwAAQBAJ>
- [19] L. Hallnäs and J. Redström, *Interaction Design: Foundations, Experiments*, 2nd ed. Textile Research Centre, Swedish School of Textiles, University College of Borås and Interactive Institute, 2006.
- [20] J. Kolko, *Thoughts on Interaction Design*. Morgan Kaufmann, 2011. [Online]. Available: <https://books.google.co.id/books?id=rNrIy5mteo0C>
- [21] S. Stimac, *Design for Developers*. Manning, 2023. [Online]. Available: <https://books.google.co.id/books?id=9FTNEAAAQBAJ>
- [22] R. P. Sutanto, “Analisis User Flow pada Website Pendidikan: Studi Kasus Website DKV UK Petra,” *nirmana*, vol. 22, no. 1, pp. 41–51, Jun. 2022, doi: 10.9744/nirmana.22.1.41-51.
- [23] K. M. E. Cakra and M. A. Waskito, “Perancangan Produk Running Shoes untuk Pelari Milenial dengan Konsep Urban Streetwear,” 2021.
- [24] Andry, “Evolusi Metode-Metode Desain,” 2018.
- [25] A. Ayuningtyas, E. F. Rahmawati, and T. Sagirani, “Penerapan Metode Double Diamond pada Desain User Interface Website: The Implementation of the Double Diamond Method on the Design User Interface Website,” *J. Komunika J. Komunikasi, Media dan Inform.*, vol. 11, no. 1, pp. 11–22, Jan. 2023, doi: 10.31504/komunika.v11i1.4991.
- [26] Bakhrudin, “Seni Memahami Penelitian Kualitatif dalam Bimbingan dan Konseling,” *Jurnal Konseling Andi Matappa*, vol. Volume 1 Nomor 2, Aug. 2017.
- [27] S. P. M. S. Ni’matuzahroh and M. P. Susanti Prasetyaningrum, *Observasi: Teori dan Aplikasi dalam Psikologi*. in 1. UMM Press, 2018. [Online]. Available: <https://books.google.co.id/books?id=CMh9DwAAQBAJ>
- [28] S. P. M. S. Dr. R. A. Fadhallah, *Wawancara*. UNJ PRESS, 2021. [Online]. Available: <https://books.google.co.id/books?id=rN4fEAAAQBAJ>
- [29] L. L. Arifah, A. Meiriza, P. Putra, N. R. Oktadini, and P. E. Sevtiyuni, “Perancangan Sistem Informasi Tender Bokar Menggunakan Metode Design Thinking,” 2023.
- [30] Nielsen Norman Group, “Empathy Mapping: The First Step in Design Thinking.” Accessed: Nov. 14, 2024. [Online]. Available: <https://www.nngroup.com/articles/empathy-mapping/>

- [31] A. N. Hikmah, I. Aknuranda, and D. Priharsari, “Analisis dan Perancangan User Journey untuk Perbaikan Pengalaman Pengguna Aplikasi Berbagi Informasi Produk Kecantikan,” 2022.
- [32] Rifda Faticha, “Analisis Kebutuhan Pengguna Aplikasi Menggunakan User Persona dan User Journey,” *Information System Journal (INFOS)*, vol. Vol. 3, No. 2, 2020.
- [33] P. Morville and L. Rosenfeld, *Information Architecture for the World Wide Web: Designing Large-Scale Web Sites*. O'Reilly Media, 2006. [Online]. Available: <https://books.google.co.id/books?id=2d2Ry2hZc2MC>
- [34] M. J. Hamm, *Wireframing Essentials*. in Community experience distilled. Packt Publishing, 2014. [Online]. Available: <https://books.google.co.id/books?id=GhyxAgAAQBAJ>
- [35] D. M. Buede and W. D. Miller, *The Engineering Design of Systems: Models and Methods*. Wiley, 2024. [Online]. Available: <https://books.google.co.id/books?id=yWX7EAAAQBAJ>
- [36] D. I. Fajriati and E. R. Subhiyakto, “Perancangan Mockup User Interface (UI) Berdasarkan User Experience (UX) Aplikasi Belajar Bahasa Arab Menggunakan Metode User-Centered Design,” vol. 14, no. 2, 2021.
- [37] A. Syarifudin, “Perancangan Sistem Informasi Pengajuan dan Pelaporan Pembayaran Tunjangan Kinerja Kementerian Keuangan Menggunakan Metode Prototype,” *SISFOKOM*, vol. 8, no. 2, pp. 149–158, Aug. 2019, doi: 10.32736/sisfokom.v8i2.641.
- [38] Kate Moran, “Usability Testing 101.” [Online]. Available: <https://www.nngroup.com/articles/usability-testing-101/>
- [39] F. Rosyad, D. Pramono, and K. C. Brata, “Analisis dan Perbaikan Usability Pada Aplikasi Ker Menggunakan Metode Usability Testing dan System Usability Scale (SUS),” 2020.
- [40] K. T. Nugroho, B. Julianto, and D. F. Nur Ms, “Usability Testing pada Sistem Informasi Manajemen AKN Pacitan Menggunakan Metode System Usability Scale,” *j. nas. pendidik. teknik. inform.*, vol. 11, no. 1, p. 74, Apr. 2022, doi: 10.23887/janapati.v11i1.43209.
- [41] B. R. Ulfa and A. Ambarwati, “Pengujian Usability Aplikasi Mobile E-Surat Menggunakan User Experience Questionnaire (UEQ),” *JATISI*, vol. 9, no. 4, pp. 3458–3466, Dec. 2022, doi: 10.35957/jatisi.v9i4.3038.
- [42] C. Damayanti, A. Triayudi, and I. D. Sholihati, “Analisis UI/UX Untuk Perancangan Website Apotek dengan Metode Human Centered Design dan System Usability Scale,” *mib*, vol. 6, no. 1, p. 551, Jan. 2022, doi: 10.30865/mib.v6i1.3526.
- [43] Jakob Nielsen, “The Theory Behind Heuristic Evaluations.” [Online]. Available: <https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/theory-heuristic-evaluations/>
- [44] Jakob Nielsen, “10 Usability Heuristics for User Interface Design.” [Online]. Available: <https://www.nngroup.com/articles/ten-usability-heuristics/>
- [45] Rully Pramudita, Rita Wahyuni Arifin, Ari Nurul Alfian, Nadya Safitri, and Shilka Dina Anwariya, “Penggunaan Aplikasi Figma dalam Membangun UI/UX yang Interaktif pada Program Studi Teknik Informatika STMIK Tasikmalaya,” *JurnalBuanaPengabdian*, vol. 3, no. 1, pp. 149–154, Jul. 2021, doi: 10.36805/jurnalbuanapengabdian.v3i1.1542.

- [46] Maze.co, “Maze,” User Insights at The Speed Of Product Development. [Online]. Available: <https://maze.co/>
- [47] G. Guest, A. Bunce, and L. Johnson, “How Many Interviews Are Enough?: An Experiment with Data Saturation and Variability,” *Field Methods*, vol. 18, no. 1, pp. 59–82, Feb. 2006, doi: 10.1177/1525822X05279903.
- [48] Abraham Hicks, “Abraham Hicks Emotional Guidance Scale – Comprehensive Guide,” Abraham Hicks Emotional Guidance Scale Comprehensive Guide. [Online]. Available: <https://www.discoveringpeace.com/the-abraham-hicks-emotional-guidance-scale.html>
- [49] M. Taufik, M. G. Resmi, and U. M. H. Tamyiz, “UI/UX Aplikasi BUMDes Sukatani Mobile Menggunakan Metode Design Thinking dengan Pengujian System Usability Scale,” vol. 4, no. 3, 2022.
- [50] Better Teams, “Pain/Gain A Decision Making Tool.” Accessed: Oct. 25, 2024. [Online]. Available: <https://better-teams.com/pain-gain-a-decision-making-tool/>
- [51] B. N. Cantika and Y. A. Susetyo, “Perancangan UI/UX Design Aplikasi Pemesanan Sayur Berbasis Mobile Menggunakan Design Thinking,” vol. 7, 2023.
- [52] M. F. Fauzan, I. F. Hanif, A. R. Subarkah, M. B. A. Pangestu, and S. A. Fillah, “UI/UX Design of Vendor Ordering Information System Using Design Thinking Method: Case Study CV. MOVED4,” vol. 6, no. 1, 2024.
- [53] S. Sukriandi and N. Cahyono, “Analisis UI/UX dan Front End Aplikasi Desain Rumah Menggunakan Human Centered Design,” *Media Sisfo*, vol. 17, no. 1, pp. 135–142, Apr. 2023, doi: 10.33998/mediasisfo.2023.17.1.779.
- [54] J. Nielsen and T. K. Landauer, “A Mathematical Model of the Finding of Usability Problems,” in *Proceedings of the SIGCHI conference on Human factors in computing systems - CHI '93*, Amsterdam, The Netherlands: ACM Press, 1993, pp. 206–213. doi: 10.1145/169059.169166.
- [55] J. Nielsen and R. Molich, “Heuristic Evaluation of User Interfaces,” in *Proceedings of the SIGCHI conference on Human factors in computing systems Empowering people - CHI '90*, Seattle, Washington, United States: ACM Press, 1990, pp. 249–256. doi: 10.1145/97243.97281.
- [56] M. Ekşioğlu, E. Kiris, B. Çapar, M. N. Selçuk, and S. Ouzeir, “Heuristic Evaluation and Usability Testing: Case Study,” in *Internationalization, Design and Global Development*, vol. 6775, P. L. P. Rau, Ed., in Lecture Notes in Computer Science, vol. 6775. , Berlin, Heidelberg: Springer Berlin Heidelberg, 2011, pp. 143–151. doi: 10.1007/978-3-642-21660-2_16.
- [57] Wantoro, “Penggunaan Warna Biru pada Desain Website,” *Majalah Ilmiah UNIKOM*, vol. 11, no. 2, p. 188, 2013.
- [58] G. Agnes, “Analisis Penggunaan Warna pada Poster ‘Terapkan KBTL Jauhi Narkoba’ 2020,” *tuturrupe*, vol. 5, no. 2, pp. 79–88, Dec. 2023, doi: 10.24167/tuturrupe.v5i2.11203.