

DAFTAR PUSTAKA

- [1] R. Widiyasari, S. Fakhirah, J. K. Ahmad Dahlan, K. Timur, and K. Tangerang Selatan, “Seminar Nasional Pengabdian Masyarakat LPPM UMJ Website: <http://jurnal.umj.ac.id/index.php/semnaskat> PEMANFAATAN SAMPAH PLASTIK DENGAN METODE ECOBRICK SEBAGAI UPAYA MENGURANGI LIMBAH PLASTIK”, [Online]. Available: <http://jurnal.umj.ac.id/index.php/semnaskat>
- [2] Kementerian Lingkungan Hidup dan Kehutanan, “Capaian Kinerja Pengelolaan Sampah.” Accessed: Jan. 12, 2024. [Online]. Available: <https://sipsn.menlhk.go.id/sipsn/>
- [3] Q. Anjar, D. Nigata, S. Fitri, A. Wati, D. Satria, and Y. Kartika, “MentalMate: Desain UI/UX Aplikasi Konsultasi Kesehatan Mental untuk Mahasiswa di XYZ Menggunakan Metode User Centered Design,” 2020. [Online]. Available: <https://doi.org/10/25047/jtit.v11i1.372>
- [4] D. R. Anamisa, F. A. Mufarroha, F. R. Oktaviyani, N. P. Angganata, and M. D. A. Muhajir, “Implementation of User Centered Design in User Experience Architecture for Geo-COVID mobile Applications,” in *E3S Web of Conferences*, EDP Sciences, Dec. 2021. doi: 10.1051/e3sconf/202132804006.
- [5] B. K. Dewi, M. Defriani, and M. A. Sunandar, “Design Of Health Service Mobile Application Interface Using User Centered Design Method,” *Sinkron*, vol. 8, no. 1, pp. 231–240, Jan. 2023, doi: 10.33395/sinkron.v8i1.11931.
- [6] S. Supardianto and A. B. Tampubolon, “Penerapan UCD (User Centered Design) Pada Perancangan Sistem Informasi Manajemen Aset TI Berbasis Web di Bid TIK Kepolisian Daerah Kepulauan Riau,” *Journal of Applied Informatics and Computing*, vol. 4, no. 1, pp. 74–83, 2020.
- [7] R. Daniel Saksono, D. Sulistyorini, S. Rizka Sagita, and L. Sadita, “Usability Evaluation and Interface Design Improvement for the Maxim Application with User-Centered Design Approach,” 2024.
- [8] D. Norman, *The design of everyday things: Revised and expanded edition*. Basic books, 2013.
- [9] J. Kumar, “Gamification at work: Designing engaging business software,” in *Lecture Notes in Computer Science (including subseries Lecture Notes in*

- Artificial Intelligence and Lecture Notes in Bioinformatics*), Springer Verlag, 2013, pp. 528–537. doi: 10.1007/978-3-642-39241-2_58.
- [10] INTERACTION DESIGN FOUNDATION, “‘What is User Centered Design (UCD)?’ Interaction Design Foundation - IxDF. <https://www.interaction-design.org/literature/topics/user-centered-design> (accessed May. 25, 2025).”
 - [11] T. L. Suci and R. Hadiwiyanti, “PERANCANGAN DESAIN ANTARMUKA PADA APLIKASI PEMESANAN CO-WORKING SPACE MENGGUNAKAN USER CENTERED DESIGN: INTERFACE DESIGN IN CO-WORKING SPACE RESERVATION APPLICATIONS USING USER CENTERED DESIGN,” *Jurnal Sistem Informasi dan Bisnis Cerdas*, vol. 16, no. 1, pp. 41–49, 2023.
 - [12] M. Rahardjo, “Metode pengumpulan data penelitian kualitatif,” 2011.
 - [13] D. Gray, “Empathy map,” *Retrieved November*, vol. 9, p. 2021, 2017.
 - [14] T. Miaskiewicz and K. A. Kozar, “Personas and user-centered design: How can personas benefit product design processes?,” *Des Stud*, vol. 32, no. 5, pp. 417–430, Sep. 2011, doi: 10.1016/j.destud.2011.03.003.
 - [15] M. S. Rosenbaum, M. L. Otalora, and G. C. Ramírez, “How to create a realistic customer journey map,” *Bus Horiz*, vol. 60, no. 1, pp. 143–150, 2017.
 - [16] T. Kelley, “Creative confidence: Unleashing the creative potential within us all,” *Crown Business*, 2013.
 - [17] L. Johansson, “Storytelling Approaches in User Experience Design,” *How can storytelling benefit the designer*, 2014.
 - [18] W. Ding, X. Lin, and M. Zarro, “Information Architecture and UX Design”.
 - [19] R. A. Doherty and P. Sorenson, “Keeping users in the flow: mapping system responsiveness with user experience,” *Procedia Manuf*, vol. 3, pp. 4384–4391, 2015.
 - [20] C. Calori and D. Vanden-Eynden, *Signage and wayfinding design: a complete guide to creating environmental graphic design systems*. John Wiley & Sons, 2015.
 - [21] J. M. Rivero, G. Rossi, J. Grigera, J. Burella, E. R. Luna, and S. Gordillo, “From mockups to user interface models: an extensible model driven approach,” in *Current Trends in Web Engineering: 10th International Conference on Web*

- Engineering ICWE 2010 Workshops, Vienna, Austria, July 2010, Revised Selected Papers 10*, Springer, 2010, pp. 13–24.
- [22] F. Staiano, *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*. Packt Publishing Ltd, 2022.
 - [23] C. M. Barnum, *Usability testing essentials: Ready, set... test!* Morgan Kaufmann, 2020.
 - [24] M. A. A. Kusumah, R. I. Rokhmawati, and F. Amalia, “Evaluasi Usability Pada Website E-commerce XYZ Dengan Menggunakan Metode Cognitive Walkthrough dan System Usability Scale (SUS),” *Jurnal Pengembangan Teknologi Informasi dan Ilmu Komputer*, vol. 3, no. 5, pp. 4340–4348, 2019.
 - [25] R. A. Grier, A. Bangor, P. Kortum, and S. C. Peres, “The system usability scale: Beyond standard usability testing,” in *Proceedings of the human factors and ergonomics society annual meeting*, SAGE Publications Sage CA: Los Angeles, CA, 2013, pp. 187–191.
 - [26] C. Li and T. Morimoto, “Heuristic evaluation,” 2020.
 - [27] O. D. Alao, A. P. Ezihe, R. C. Amanze, O. K. Shade, and A. O. Adebayo, “User-centered/user experience Uc/Ux design thinking approach for designing a university information management system,” *Ingénierie des Systèmes d’Information*, vol. 27, no. 4, p. 577, 2022.
 - [28] K. Moran, “Usability Testing 101,” Nielsen Norman Group.
 - [29] J. Nielsen, *Designing web usability: The practice of simplicity*. New riders publishing, 1999.
 - [30] J. Morton, *A guide to color symbolism*, vol. 28. Colorcom, 1997.
 - [31] Inovasi Guru, “Psikologi Warna dalam UI/UX: Mempengaruhi Emosi dan Perilaku Pengguna,” https://www.inovasisguru.com/psikologi-warna-dalam-ui-ux-mempengaruhi-emosi-dan-perilaku-pengguna/?utm_source=chatgpt.com.
 - [32] idseducation, “Mengenal Psikologi Warna dalam Desain,” https://idseducation.com/psikologi-warna-dalam-desain/?utm_source=chatgpt.com.
 - [33] Machung, “10 Makna Warna Berdasarkan Psikologi dalam Desain,” https://machung.ac.id/artikel-prodi-dkv/makna-10-warna-berdasarkan-psikologi-dalam-desain/?utm_source=chatgpt.com.

- [34] webflow, “11 font terbaik untuk desain web,” https://webflow-com.translate.goog/blog/fonts-for-web-design?_x_tr_sl=en&_x_tr_tl=id&_x_tr_hl=id&_x_tr_pto=sge#:~:text=Roboto%20merupakan%20pilihan%20font%20yang,serif%20dengan%20font%20serif%20khusus.