# DAFTAR PUSTAKA

[1]     A. P. Priyadarshini, "The Impact of User Interface Design on User Engagement," *Int. J. Eng. Res. Technol.*, vol. 13, no. 03, 2024, [Online]. Available: http://www.ijert.org

[2]     W. A. Husna and A. P. W. Wibowo, "Analysis of the Impact of UX (User Experience) Design on E-Commerce Website Conversion," *Int. J. Econ. Dev. Res.*, vol. 5, no. 4, pp. 3773–3781, 2024, doi: https://doi.org/10.37385/ijedr.v5i4.6394.

[3]     Populix, "Unlocking Insights and Trends in the UI/UX Landscape," *Populix.com*, no. September, 2023, [Online]. Available: https://info.populix.co/articles/en/report/insights-and-trends-in-the-ui-ux-landscape/

[4]     A. Kucheriavy, "How UX Is Transforming Business (Whether You Want It To Or Not)," Forbes Technology Council. Accessed: Sep. 30, 2025. [Online]. Available: https://www.forbes.com/sites/forbestechcouncil/2017/01/23/how-ux-is-transforming-business-whether-you-want-it-to-or-not/

[5]     T. I. Hasan, C. I. Silalahi, R. Y. Rumagit, and G. D. Pratama, "UI/UX Design Impact on E-Commerce Attracting Users," *Procedia Comput. Sci.*, vol. 245, pp. 1075–1082, 2024, doi: https://doi.org/10.1016/j.procs.2024.10.336.

[6]     R. Gunawan, G. Anthony, Vendly, and M. S. Anggreainy, "The Effect of Design User Interface (UI) E-Commerce on User Experience (UX)," *Proc. 2021 6th Int. Conf. New Media Stud. CONMEDIA 2021*, no. October 2021, pp. 95–98, 2021, doi: 10.1109/CONMEDIA53104.2021.9617199.

[7]     R. Pareek, "How UI / UX enhances e-commerce sales," *Int. J. Adv. Res. Ideas Innov. Technol.*, vol. 10, no. 1, pp. 327–333, 2024.

[8]     G. Kurniawan, F. Adnan, and J. A. Putra, "Perancangan User Interface dan User Experience Aplikasi E-Commerce Kain Batik pada UMKM Rezti's Batik Menggunakan Pendekatan Design Thinking," *J. Teknol. Inf. dan Ilmu Komput.*, vol. 10, no. 3, pp. 551–560, 2023, doi: 10.25126/jtiik.2023106733.

[9]     J. M. Dumalang, C. E. J. . Montolalu, and D. Lapihu, "Perancangan UI/UX Aplikasi Penjualan Makanan berbasis Mobile pada UMKM di Kota Manado menggunakan metode Design Thinking," *J. Ilm. Inform. dan Ilmu Komput.*, vol. 2, no. 2, pp. 41–52, 2023, doi: 10.58602/jima-ilkom.v2i2.19.

[10]    K. Fajriati and A. Yoraeni, "Perancangan UI/UX Aplikasi Pemesanan Makanan Pada UMKM Family Catering Menggunakan Metode Design Thinking," *J. Ilmu Komput. dan Bisnis*, vol. 14, no. 2a, pp. 37–42, 2023, doi: 10.47927/jikb.v14i2a.539.

[11]    J. D. Alexander, R. Permatasari, and A. S. Fitri, "Penerapan Metode Design Thinking Dalam Perancangan UI/UX Aplikasi Sewa Studio Musik (Studi

Kasus: Studio Musik 29)," *INTECOMS J. Inf. Technol. Comput. Sci.*, vol. 8, pp. 802–810, 2025, doi: https://doi.org/10.31539/intecoms.v8i3.13113.

[12]   M. el-K. Kesuma and R. H. Saputra, *Design Thinking UI/UX Teori dan Praktik*. PT. Mifandi Mandiri Digital, 2024.

[13]   T. Dongoran, D. Septriani, and Y. J. Batkunde, "Perancangan Aplikasi Penjualan Dan Produksi UD.Sehati Gas," *J. Ilm. Sist. Inf. dan Tek. Inform.*, vol. 3, pp. 48–54, 2020.

[14]   R. F. Dam and T. Y. Siang, "Stage 2 in the Design Thinking Process: Define the Problem and Interpret the Results," Interaction Design Foundation - IxDF. Accessed: Sep. 17, 2025. [Online]. Available: https://www.interaction-design.org/literature/article/stage-2-in-the-design-thinking-process-define-the-problem-and-interpret-the-results?srsltid=AfmBOooFhAtDgAjr_xdRDCJ2sFHCwcyKACIrR2lqHSxa J0McX4vDusRf

[15]   A. E. Combelles C. Lucena P., "Design Thinking," *IEEE Softw.*, vol. 37, no. 2, pp. 21–24, 2020.

[16]   T. Brown, "DESIGN THINKING DEFINED. IDEO Design Thinking," IDEO. Accessed: Sep. 17, 2025. [Online]. Available: https://designthinking.ideo.com/

[17]   R. F. Dam and T. Y. Siang, "What is Design Thinking and Why Is It So Popular?," Interaction Design Foundation - IxDF. Accessed: Sep. 18, 2025. [Online]. Available: https://www.interaction-design.org/literature/article/what-is-design-thinking-and-why-is-it-so-popular

[18]   Interaction Design Foundation - IxDF, "What is Empathize in UX/UI Design?," Interaction Design Foundation - IxDF. Accessed: Sep. 18, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/empathize

[19]   H. Plattner, "An introduction to Design Thinking," *Inst. Des. Stanford*, p. 6, 2018, [Online]. Available: https://web.stanford.edu/~mshanks/MichaelShanks/files/509554.pdf

[20]   R. F. A. Aziza, A. Nurmasani, and M. Azizah, *Teori dan Praktik Desain UI/UX (Studi Kasus Implementasi dengan Metode Design Thinking)*. CV Andi Offset, 2024.

[21]   Interaction Design Foundation - IxDF, "What is Design Thinking?," Interaction Design Foundation - IxDF. Accessed: Sep. 20, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/design-thinking

[22]   Prof. Dr. Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. ALFABETA, 2013.

[23]   S. Gibbons, "Empathy Mapping: The First Step in Design Thinking,"

Nielsen Norman Group. Accessed: Sep. 26, 2025. [Online]. Available: https://www.nngroup.com/articles/empathy-mapping/

[24] R. Krause and K. Pernice, "Affinity Diagramming for Collaboratively Sorting UX Findings and Design Ideas," Nielsen Norman Group. Accessed: Sep. 26, 2025. [Online]. Available: https://www.nngroup.com/articles/affinity-diagram/

[25] Interaction Design Foundation - IxDF, "What are Affinity Diagrams?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/affinity-diagrams

[26] A. Cooper, R. Reimann, D. Cronin, C. Noessel, J. Csizmadi, and D. LeMoine, *About Face The Essentials of Interaction Design (4th edition)*. 2014.

[27] K. Kaplan, "Personas: Study Guide," Nielsen Norman Group. Accessed: Sep. 26, 2025. [Online]. Available: https://www.nngroup.com/articles/personas-study-guide/

[28] Interaction Design Foundation - IxDF, "What is Information Architecture (IA)?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/information-architecture

[29] Interaction Design Foundation - IxDF, "What are User Flows?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/user-flows

[30] Interaction Design Foundation - IxDF, "What are Wireframes?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/wireframe

[31] Interaction Design Foundation - IxDF, "What are Design Systems?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/design-systems

[32] Interaction Design Foundation - IxDF, "What are High-Fidelity Prototypes?," Interaction Design Foundation - IxDF. Accessed: Sep. 20, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/high-fidelity-prototypes

[33] Interaction Design Foundation - IxDF, "What is Usability Testing?," Interaction Design Foundation - IxDF. Accessed: Sep. 26, 2025. [Online]. Available: https://www.interaction-design.org/literature/topics/usability-testing

[34] K. Moran, "Usability (User) Testing 101," Nielsen Norman Group. Accessed: Sep. 27, 2025. [Online]. Available: https://www.nngroup.com/articles/usability-testing-101/

[35] Maze, "What is Usability Testing? How to Evaluate the User Experience." Accessed: Sep. 27, 2025. [Online]. Available: https://maze.co/guides/usability-testing/

[36] P. Laubheimer, "Beyond the NPS: Measuring Perceived Usability with the SUS, NASA-TLX, and the Single Ease Question After Tasks and Usability Tests," Nielsen Norman Group. Accessed: Sep. 27, 2025. [Online]. Available: https://www.nngroup.com/articles/measuring-perceived-usability/

[37] J. Sauro, "Measuring Usability with the System Usability Scale (SUS)," MeasuringU. Accessed: Sep. 28, 2025. [Online]. Available: https://measuringu.com/sus/

[38] J. Sauro, "5 Ways to Interpret a SUS Score," MeasuringU. Accessed: Sep. 28, 2025. [Online]. Available: https://measuringu.com/interpret-sus-score/

[39] UM Ventures, "QUIS$^{TM}$ - The Questionnaire for User Interaction Satisfaction," UM Ventures. Accessed: Sep. 28, 2025. [Online]. Available: https://www.umventures.org/technologies/quis$^{TM}$-questionnaire-user-interaction-satisfaction-0

[40] "QUIS — Human Factors, Risk and Safety." Accessed: Sep. 28, 2025. [Online]. Available: https://site.unibo.it/hfrs/en/questionnaire-and-scales-2/quis

[41] I. G. B. B. Sadewa, D. G. H. Divayana, and I. M. A. Pradnyana, "PENGUJIAN USABILITY PADA APLIKASI E-SAKIP KABUPATEN BULELENG MENGGUNAKAN METODE USABILITY TESTING," *Inser. Inf. Syst. Emerg. Technol. J.*, vol. 1, no. 2, pp. 76–87, 2020.

[42] R. F. Dewa, T. Suratno, and P. E. P. Utomo, "Analisis Dan Perancangan Ui/Ux Sistem Recall Dengan Metode Design Thinking Dan Remote Usability Testing," *J. Sist. dan Teknol. Inf.*, vol. 12, no. 2, p. 277, 2024, doi: 10.26418/justin.v12i2.74013.

[43] E. Ermawati, F. Hasanah, E. Panca Agustin, and B. Sabila, "Perancangan UI/UX AplikasiMochicip untuk UMKM Menggunakan Metode Human-Centered Design Kata Kunci-User Interface; User Experience; Human Centered Design Perancangan UI/UX AplikasiMochicip untuk UMKM Menggunakan Metode Human-Centered Design," *Jurnalnya Orang Pint. Komput.*, vol. 13, no. 2, pp. 432–440, 2024.

[44] R. Maringka and C. Lumingkewas, "Designing User Interface (UI) And User Experience (UX) of a Sport Space Rental Application using Design Thinking Method," *CogITo Smart J.*, vol. 10, no. 1, pp. 613–624, 2024, doi: 10.31154/cogito.v10i1.692.613-624.

[45] A. T. K. U. M. Mandiri, R. G. Guntara, and A. Nuryadin, "UI / UX Design of the Shop Feature on the Seafood by Aruna Website Using the Design Thinking Method," *TIERS Inf. Technol. J.*, vol. 5, no. 1, pp. 70–82, 2024, doi: 10.38043/tiers.v5i1.5459.

[46]  S. Candra and K. Kasmawi, "Evaluasi dan Pengembangan Desain Antarmuka pada Website Menggunakan User Research dan Security Analysis," *KONSTELASI Konvergensi Teknol. dan Sist. Inf.*, vol. 5, no. 1, 2025, doi: 10.24002/konstelasi.v5i1.11551.

[47]  J. Nielsen, "Why You Only Need to Test with 5 Users." Accessed: Aug. 19, 2025. [Online]. Available: https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/

*Halaman ini sengaja dikosongkan*