

DAFTAR PUSTAKA

- Bangor, A., Kortum, P., & Miller, J. (2009). Determining What Individual SUS Scores Mean: Adding an Adjective Rating Scale. *Journal of Usability Studies*, 4, 114–123.
- Brooke, J. (1996). SUS - a quick and dirty usability scale. <https://www.researchgate.net/publication/319394819>
- Darmawan, I. G. H., Kumara, I. N. S., & Divayana, Y. (2024). Analisis Tingkat Efektivitas UI/UX Sistem Informasi. *Majalah Ilmiah Teknologi Elektro*, 23(1), 117. <https://doi.org/10.24843/mite.2024.v23i01.p12>
- Fakhrun Shiddieq, D., & Nurhayati, D. (2025). Perancangan UI/UX Sistem Informasi Akademik berbasis Design Thinking. *Jurnal Ilmiah Sinus (JIS)*, 23(1), 25. <https://doi.org/10.30646/sinus.v23i1.862>
- Jailani, A., & Ainul Yaqin, M. (2024). Pengujian Aplikasi Sistem Informasi Akademik menggunakan Metode Blackbox dengan Teknik Boundary Value Analysis. *JACIS: Journal Automation Computer Information System*, 60–66. <https://doi.org/10.47134/jacis.v4i2.78>
- Katsumata Shah, M., Jactat, B., Yasui, T., & Ismailov, M. (2023). Low-Fidelity Prototyping with Design Thinking in Higher Education Management in Japan: Impact on the Utility and Usability of a Student Exchange Program Brochure. *Education Sciences*, 13(1). <https://doi.org/10.3390/educsci13010053>
- Khan, Q., Hickie, I. B., Loblay, V., Ekambareshwar, M., Zahed, I. U. M., Naderbagi, A., Song, Y. J. C., & LaMonica, H. M. (2025). Psychometric evaluation of the System Usability Scale in the context of a childrearing app co-designed for low- and middle-income countries. *Digital Health*, 11. <https://doi.org/10.1177/20552076251335413>
- Kheder, H. A. (2023). Human-Computer Interaction: Enhancing User Experience In Interactive Systems. *Kufa Journal of Engineering*, 14(4), 23–41. <https://doi.org/10.30572/2018/KJE/140403>



Adiwijaya, F. F. (2021). Penerapan Desain Sistem Metode Atomic Design Di Universitas Muhammadiyah nal Ilmiah Komputer Dan Informatika, 10(1).

Muhammad Nauval El Ghiffaryy. (2018). Analisis Komponen Desain Layout, Warna, dan Kontrol Pada Antarmuka Pengguna Aplikasi Mobile Berdasarkan Kemudahan Penggunaan (Studi Kasus: Aplikasi Olride).

Nielsen, J. (2000, April). Why You Only Need to Test with 5 Users. Nielsen Norman Group. <https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users/>

Pamungkas, F. T. (2023). Perancangan UI/UX Aplikasi Variety off Food Layanan Penjualan Makanan Secara Online Menggunakan Aplikasi Figma. *Jurnal Pendidik Indonesia*, 6(1).

Pramuditya, A. C. (2023). Pengujian Usability Pada Prototype Sistem Informasi Pemasaran Pt. Primissima Menggunakan Metode Usability Testing. *Jurnal Teknik Informatika*, 2(2), 98–103.

Prastya, M. W. A., Dellia, P., Najib, S., Kusumawati, W., Ningsih, L. S., & Ningsih, N. (2024). Designing The UI/UX of a Website Introducing Traditional Culture Focusing on Dance Using the User-Centered Design Method. *Journal of Artificial Intelligence and Engineering Applications*, 3(3). <https://ioinformatic.org/>

Rahmawati, S. D., & Prasetyo, B. (2024). Application of Lean UX and System Usability Scale (SUS) Methods in Redesigning User Interface and User Experience on Adella Hospital Online Registration Website Article History Keyword User Interface; User Experience; Lean UX; Online Registration Website; System Usability Scale (SUS). *Journal of Advances in Information Systems and Technology*, 6(2), 200–218.

Rayhaan Yusri, A., Faqihuddin Hanif, I., Daffa Al-farel, M., Zaandami, N., & Yasin, M. (2024). Perancangan Desain UI/UX Berbasis Scan Barcode Dengan Metode Design Thinking Untuk Pemesanan Makanan. *Bulletin of Information Technology (BIT)*, 5(2), 102–113. <https://doi.org/10.47065/bit.v5i2.1340>

Santoso, M. F. (2022). Implementasi Konsep dan Teknik UI/UX Dalam Layout Web dengan Figma. In *Jurnal Infortech* (Vol. p://ejournal.bsi.ac.id/ejurnal/index.php/infortech156



Pengaruh Transformasi Digital dan Sistem Informasi terhadap Laporan Kinerja di Kementerian Pertahanan. *Arus Informasi Dan Humaniora (AJSH)*, 4(3), 1804–1811.

<http://jurnal.ardenjaya.com/index.php/ajsh>
<http://jurnal.ardenjaya.com/index.php/ajsh>

- Setiawan, A. R., Asfi, M., Sevtiana, A., Pranata, S., & Septian, W. E. (2023). Design System Pada Perancangan Antar Muka Perangkat Lunak Sistem Akses Digital. *Jurnal Teknologi Terpadu*, 9(1), 56–64.
- Yastin, D. N., Suseno, H. B., & Arifin, V. (2020). Evaluasi Dan Perbaikan Desain User Interface Untuk Meningkatkan User Experience Pada Aplikasi Mobile Siaran Tangsel Menggunakan Metode Goal Direct Design (GDD). *Jurnal Teknik Informatika*, 13(2), 157–170.



Optimized using
trial version
www.balesio.com