

VI. DAFTAR PUSTAKA

- Adhitya, C., Andreswari, R., & Alam, P. F. (2021). Analysis and Design of UI and UX Web-Based Application in Maiprojek Startup Using User Centered Design Method in Information System Program of Telkom University. *IOP Conference Series: Materials Science and Engineering*, 1077(1), 012039. <https://doi.org/10.1088/1757-899X/1077/1/012039>
- Ahmadi, R. N., & Saputro, I. A. (2025). PERANCANGAN UI/UX TOKO BAJU MANUVESHKO BERBASIS MOBILE MENGGUNAKAN METODE USER CENTERED DESIGN. *Jurnal Rekayasa Sistem Informasi dan Teknologi*, 2(3), 952–960. <https://doi.org/10.70248/jrsit.v2i3.1875>
- Alja, F. M., Daniati, E., & Ristyawan, A. (2024). PERANCANGAN UI/UX E-COMMERCE MENGGUNAKAN METODE USER CENTERED DESIGN (UCD). *Journal of Information System Management (JOISM)*, 6(1), 93–101. <https://doi.org/10.24076/joism.2024v6i1.1669>
- Amanda, R. T., & Putri, R. A. (2024). Application of User-Centered Design Method in E-Commerce Sales Systemretnp. *SISTEMASI*, 13(3), 1295. <https://doi.org/10.32520/stmsi.v13i3.4145>
- BBTNKS. (2023). *SOP Pendakian Gunung Kerinci*.
- Christi, M., Putra, W. H. N., & Hanggara, B. T. (2023). *Rancang Bangun Sistem Informasi dan Pelayanan E-Ticket (Booking Online) pada Wisata Pendakian Gunung Budheg Tulungagung menggunakan Website dengan Framework Laravel*.
- Dhian Sweetania & Achmad Hafidz. (2023). PERANCANGAN UI/UX PADA APLIKASI BERBASIS MOBILE E-TICKET MUSEUM DI JAKARTA DENGAN MENGGUNAKAN METODE DESIGN THINKING. *Jurnal Teknik dan Science*, 2(3), 57–70. <https://doi.org/10.56127/jts.v2i3.1124>

- Faisal, M., Muda, M. A., Septiana, T., & Komarudin, M. (2023). PERANCANGAN UI/UX MENGGUNAKAN METODE USER CENTERED DESIGN BERBASIS WEB PADA PERHITUNGAN LUASAN KUMUH BALAI PRASARANA PERMUKIMAN WILAYAH LAMPUNG. *Jurnal Informatika dan Teknik Elektro Terapan*, 11(2). <https://doi.org/10.23960/jitet.v11i2.2921>
- Fathantra, R. R. (2024). *PEMAKNAAN KHALAYAK PENDAKI GUNUNG PADA BERITA KECELAKAAN PENDAKIAN DI MEDIA ONLINE*. Universitas Diponegoro. <https://eprints2.undip.ac.id/id/eprint/22323/>
- Gingerich, R. (2022). *2022 Guide to UX/UI Design In 45 Minutes for Beginners: A Quick Reference Guide to Intuitive User Experience and User Interface Designs*.
- Gusminto, E. B., Musmedi, D. P., Noviasari, T. P., Maridelana, V. P., Kadafi, B. A., & Putri, S. A. (2024). ECOTOURISM DIGITALIZATION: IMPLEMENTASI APLIKASI PENGELOLAAN TIKET PADA EKOWISATA PANTAI PANCER. *Jurnal Abdimas Bina Bangsa*, 5(1), 51–57. <https://doi.org/10.46306/jabb.v5i1.785>
- Haidar Luthfi, A., & Arfiani, I. (2024). Perancangan UI/UX Aplikasi Sampahocity Menggunakan Pendekatan UCD (User Centered Design). *Jurnal Ilmu Komputer dan Sistem Informasi (JIKOMSI)*, 7(1), 24–36. <https://doi.org/10.55338/jikomsi.v7i1.2175>
- Handoko, T., Sirait, A. V., Hasani, R. F., Danaryani, S., Supriyanto, T., Nurjihan, S. F., & Febryanti, D. I. (2024). Rancang Bangun Gelang GPS Tracker dengan Komunikasi Long Range (LoRa) untuk Mengetahui Posisi Pendaki Gunung. *Telekontran: Jurnal Ilmiah Telekomunikasi, Kendali dan Elektronika Terapan*, 12(2), 162–176. <https://doi.org/10.34010/telekontran.v12i2.13890>

- Herlambang Cahya Pratama, Y., Al Hafidz, M., Lazuardy, N., & Naristi, K. (2024). Application Of User Centered Design (Ucd) Method For Ui/Ux Design At Husqy Petshop. *MSJ: Majority Science Journal*, 2(2), 62–70. <https://doi.org/10.61942/msj.v2i2.152>
- Hinderks, A., Schrepp, M., Domínguez Mayo, F. J., Escalona, M. J., & Thomaschewski, J. (2019). Developing a UX KPI based on the user experience questionnaire. *Computer Standards & Interfaces*, 65, 38–44. <https://doi.org/10.1016/j.csi.2019.01.007>
- Hiu, N., & Erlyana, Y. (2024a). Redesigning User Interface of Datascripmall Mobile Apps Using User Centered Design Method. *Teknika*, 13(2), 283–292. <https://doi.org/10.34148/teknika.v13i2.854>
- Hiu, N., & Erlyana, Y. (2024b). Redesigning User Interface of Datascripmall Mobile Apps Using User Centered Design Method. *Teknika*, 13(2), 283–292. <https://doi.org/10.34148/teknika.v13i2.854>
- Ismail, D. A., Huda, B., Hilabi, S. S., & Priyatna, B. (n.d.). *Penerapan Desain UI/UX Pada Sistem Penjualan Berbasis Web Dengan Metode Desain Thingking*.
- Karimullah, A., Rizal, A., & Irawan, A. S. Y. (2024). PERANCANGAN UI/UX APLIKASI TRANSPORTASI PUBLIK BERBASIS MOBILE DENGAN METODE USER CENTERED DESIGN. *Jurnal Informatika dan Teknik Elektro Terapan*, 12(3). <https://doi.org/10.23960/jitet.v12i3.4855>
- Kushendriawan, M. A., Santoso, H. B., Putra, P. O. H., & Schrepp, M. (2021). Evaluating User Experience of a Mobile Health Application ‘Halodoc’ using User Experience Questionnaire and Usability Testing. *Jurnal Sistem Informasi*, 17(1), 58–71. <https://doi.org/10.21609/jsi.v17i1.1063>
- Kusumo, R. H. P. (2023). *Evaluasi User Experience Sistem Informasi Manajemen Tugas Akhir (SEKAWAN) Informatika Universitas Islam Indonesia Menggunakan Metode User Experience Questionnaire (UEQ)*.

- Lilis Anggraini. (2021). SISTEM INFORMASI PENANGANAN PT.TELKOM AKSES UNTUK E-TIKET GANGGUAN PELANGGAN. *Jurnal Ilmiah Teknik Informatika dan Komunikasi*, 1(1), 09–17. <https://doi.org/10.55606/juitik.v1i1.340>
- Lunenas, I. (2024). *20 Best Fonts for Web Design in 2024*. 20 Best Fonts for Web Design in 2024. <https://www.ycode.com/blog/20-best-fonts-for-web-design-in-2024>
- Madona, A., & Sutabri, T. (n.d.). *Analisis UI/UX Dalam Perspektif Antropologi Menggunakan Metode Design Thinking Untuk Website eL TV Balai Diklat Keagamaan Palembang*.
- Marbun, R. R., Al Mufied, F., & Fauzi, R. (2022). PERANCANGAN USER INTERFACE/USER EXPERIENCE (UI/UX) WEBSITE HELPMEONG UNTUK SHELTER MENGGUNAKAN METODE GOAL-DIRECTED DESIGN. *JIPI (Jurnal Ilmiah Penelitian dan Pembelajaran Informatika)*, 7(4), 1096–1109. <https://doi.org/10.29100/jipi.v7i4.3190>
- Maze. (2025). *What is Usability Testing? How to Evaluate the User Experience*. Maze. <https://maze.co/guides/usability-testing/>
- Maze 101: The Complete Guide to Maze*. (2025). <https://maze.co/guides/maze-101-guide/>
- Muhammad Sulthon Abdillah, Farel Atalla Muhammad Dafa, & Ina Sholihah Widiati. (2024). Penerapan Metode Design Thinking pada UI/UX Website SaveBite untuk Penjualan Sisa Makanan dalam Mengurangi Food waste. *Router: Jurnal Teknik Informatika dan Terapan*, 2(3), 185–196. <https://doi.org/10.62951/router.v2i3.168>
- Muktamar B, A., Lumingkewas, C. S., & Rofi'i, A. (2023). The Implementation of User Centered Design Method in Developing UI/UX. *Journal of Information*

- System, Technology and Engineering*, 1(2), 26–31.
<https://doi.org/10.61487/jiste.v1i2.13>
- Nielsen, J. (2000). *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/>
- Nur, Y., Wijayanti, Ulma Tiara, I., & Wijaya, W. (2023). FAKTOR PENYEBAB PERAMBahan HUTAN DI KAKI GUNUNG KERINCI DALAM KAWASAN TNKS DI DESA GUNUNG LABU KECAMATAN KAYU ARO BARAT. *Jurnal Review Pendidikan dan Pengajaran*, 6(2), 474.
- Pasaribu, H. S., & Jawak, J. B. W. (2025). Desain UI/UX Website Mata Kuliah Tugas Akhir Menggunakan Metode Design Thinking (Studi Kasus: Program Studi Manajemen Rekayasa, Institut Teknologi Del). *Journal of Integrated System*, 7(2), 148–165. <https://doi.org/10.28932/jis.v7i2.9757>
- Pasha, A. D., Wardhanie, A. P., & Rahmawati, E. (2023). Perancangan Desain Antarmuka Website Sekolah Menengah Atas Menggunakan Metode Goals Directed Design. *Jurnal Teknik Informatika dan Sistem Informasi*, 9(1). <https://doi.org/10.28932/jutisi.v9i1.5080>
- Rahayu, R. B. D., Prasetyo, N. A., & Wijayanto, A. (2024). *Evaluasi Dan Perbaikan Desain UI/UX Dengan Metode User Centered Design Pada Website SMK Negeri 1 Binangun*. 10(1).
- Ramadhan, M. F., Aryadita, H., & Hanggara, B. T. (2017). *Pemodelan Proses Bisnis dengan Business Process Modelling Notation Pada Menara Wisata Tour & Travel Umrah*.
- Ravelino, C., & Susetyo, Y. A. (2023). Perancangan UI/UX untuk Aplikasi Bank Jago menggunakan Metode User Centered Design. *Jurnal JTIK (Jurnal Teknologi Informasi dan Komunikasi)*, 7(1), 121–129. <https://doi.org/10.35870/jtik.v7i1.697>

- Rosala, M., & Pernice, K. (2023). *User Interviews 101*. Nielsen Norman Group.
<https://www.nngroup.com/articles/user-interviews/>
- Salsabila Nasution, A., Ridwan, M., Teguh Wibowo, A., & Kunaefi, A. (2024). RANCANG ULANG DESAIN UI (USER INTERFACE) AUDIT CHECKLIST BERBASIS WEBSITE MENGGUNAKAN METODE UCD (USER CENTERED DESIGN). *JATI (Jurnal Mahasiswa Teknik Informatika)*, 8(6), 12015–12022.
<https://doi.org/10.36040/jati.v8i6.11760>
- Schrepp, D. M. (2023). *User Experience Questionnaire Handbook*.
- Schrepp, M., Hinderks, A., & Thomaschewski, J. (2014). Applying the User Experience Questionnaire (UEQ) in Different Evaluation Scenarios. In A. Marcus (Ed.), *Design, User Experience, and Usability. Theories, Methods, and Tools for Designing the User Experience* (Vol. 8517, pp. 383–392). Springer International Publishing. https://doi.org/10.1007/978-3-319-07668-3_37
- Schrepp, M., Hinderks, A., & Thomaschewski, J. (2017). Design and Evaluation of a Short Version of the User Experience Questionnaire (UEQ-S). *International Journal of Interactive Multimedia and Artificial Intelligence*, 4(6), 103. <https://doi.org/10.9781/ijimai.2017.09.001>
- Sirait, M. A. (2023). SISTEM INFORMASI WISATA BERBASIS WEBSITE MENGGUNAKAN METODE PROTOTYPE. *METHOMIKA Jurnal Manajemen Informatika dan Komputerisasi Akuntansi*, 7(1), 34–40.
<https://doi.org/10.46880/jmika.Vol7No1.pp34-40>
- Thornton, P. (2022, November 7). *How to conduct user interviews*. Medium.
<https://uxdesign.cc/how-to-conduct-user-interviews-fe4b8c34b0b7>
- User Centered Design (UCD)*. (2016, June 5). The Interaction Design Foundation.
<https://www.interaction-design.org/literature/topics/user-centered-design>

Wijaya, S., Ariandi, M., Andri, A., & Panjaitan, F. (2023). Penerapan UI/UX Sistem Informasi e-Inventory Menggunakan Metode User Centered Design (UCD) dan User Experience Questionnaire (UEQ). *Jurnal Teknologi Sistem Informasi dan Aplikasi*, 6(4), 615–630.
<https://doi.org/10.32493/jtsi.v6i4.34176>

Yasmine, H. T., & Atmojo, W. T. (2022). UI/UX Design for Tourism Village Website Using the User Centered Design Method. *TIERS Information Technology Journal*, 3(2), 100–114. <https://doi.org/10.38043/tiers.v3i2.3871>

Zhu, D., Wang, D., Huang, R., Jing, Y., Qiao, L., & Liu, W. (2022). User Interface (UI) Design and User Experience Questionnaire (UEQ) Evaluation of a To-Do List Mobile Application to Support Day-To-Day Life of Older Adults. *Healthcare*, 10(10), 2068. <https://doi.org/10.3390/healthcare10102068>