

DAFTAR PUSTAKA

- Adhipratama, Y. (2018). *Perancangan Antarmuka Pengguna dengan Metode Lean UX pada Website Hello Work Dinas Tenaga Kerja Kabupaten Pasuruan*.
- Adhy, S., Noranita, B., Kusumaningrum, R., Wirawan, P. W., Prasetya, D. D., & Zaki, F. (2017). *Usability Testing of Weather Monitoring on a Web Application*. 131–136.
- Albert, B., & Tullis, T. (2008). *Measuring the User Experience - Collecting, Analyzing, and Presenting Usability Metrics*.
- Barnum, C. M. (2011). *Usability Testing Essentials : Ready, Set.. Test!*
- Bevan, N., & Macleod, M. (2010). *Usability measurement in context*.
- Dwi, C., Yunus, P., & Wahyu, S. (2021). *Pembangunan Konsep Desain User Experience Aplikasi Mobile Majubersama Guna Mendorong Percepatan Pengimplementasian Kurikulum Merdeka Belajar-Kampus Merdeka*.
- Galitz, W. O. (2007). *The Essential Guide to User Interface Design*.
- Gothelf, J. (2013). *Lean UX : Applying Lean Principles to Improve User Experience*.
- Lang, J., & Howell, E. (2017). *Researching UX User Research*.
- Neely, A., Adams, C., & Kennerley, M. (2002). *The Performance Prism : The Scorecard for Measuring and Managing Business Success*.
- Ogedebe, P. M., & Jacob, B. P. (2012). *Software Prototyping : A Strategy to Use When User Lacks Data Processing Experience*. 2(6), 219–224.
- Rabbanii, I., Brata, A. H., & Brata, K. C. (2019). *Penerapan Metode Lean UX pada Pengembangan Aplikasi Bill Splitting menggunakan Platform Android*. 3(7), 6831–6836.
- Sauro, J., & Lewis, J. R. (2016). *Quantifying the User - Experience Practical Statistics for User Research*.
- Schlatter, T., & Levinson, D. (2013). Visual usability: Principles and practices for designing digital applications. In *Visual Usability: Principles and Practices for Designing Digital Applications*.
- Yolanda, I. (2019). *ANALISA DAN EVALUASI USER EXPERIENCE DESIGN (Studi Kasus : Jurusan Teknik Informatika UIN SUSKA Riau)*.