

DAFTAR PUSTAKA

- Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). User-centered design. *Bainbridge, W. Encyclopedia of Human-Computer Interaction*. Thousand Oaks: Sage Publications, 37(4), 445–456.
- Abyakta, I. J., Perdanakusuma, A. R., & Pramono, D. (2023). Website Interface Evaluation Using Goal-Directed Design Method In Xyz University. *JURTEKSI (Jurnal Teknologi Dan Sistem Informasi)*, 9(4), 573–582.
- Alghifari, M. R. (n.d.). *Perancangan ulang user interface dan user experience pada mobile website core Indonesia menggunakan metode goal-directed design*. Fakultas Sains Teknologi UIN Syarif Hidayatullah Jakarta.
- Alkhalifi, Y., Ramadan, R., & Atmaja, R. K. (2024). *Mobile-based Application Development on Admission of New Students with Design Science Research Methodology*. 26(2), 65–72.
- Andita, A. P., & Yusuf, N. F. (2021). *Peran Penggunaan Teknologi Informasi Dan Komunikasi Dalam Budaya Organisasi Anisya Putri Andita, Ningrum Fauziah Yusuf*. 11(2).
- Arroio, L. F. G., Lopes, J. de L., de Barros, A. L. B. L., de Lima, E. A., Lopes, C. T., & Santos, V. B. (2023). Development and content validity of a website for patients with coronary artery disease. *Revista Brasileira de Enfermagem*, 76(1), 1–7. <https://doi.org/10.1590/0034-7167-2022-0302>
- Bidari, I. G. A. A. M., Buana, B., & Oetama, R. (2023). Refining Web-Based Job Search through Goal-Directed Design Improvement. *The Indonesian Journal of Computer Science*, 12(4).
- Brown, T. (2008). Design thinking. *Harvard Business Review*, 86(6), 84.
- Cooper, A., Reimann, R., Cronin, D., Noessel, C., Csizmadi, J., & LeMoine, D. (2014). *About Face (4th edition)*.
- Darmawan, M. A., Fadhillah, N. N., & Insani, K. (2024). Perancangan User Interface Aplikasi Dengan Metode Wireframe Prototyping. *Seri Sains Dan Teknologi*, 10(1), 9–15.
- DataReportal. (2025). *Digital 2025 Indonesia*. <https://datareportal.com/reports/digital-2025-indonesia>
- Dix, A., Finlay, J., Abowd, G. D., & Beale, R. (2004). *Human-Computer Interaction Ch. 9 Evaluation Techniques*. www.hcibook.com
- Garrett, J. J. (2022). *The elements of user experience*. マイナビ出版.
- Gothelf, J., & Seiden, J. (2021). *Lean UX: Designing great products with agile teams*. “O’Reilly Media, Inc.”
- Hartson, R., & Pyla, P. S. (2012). *The UX Book: Process and guidelines for ensuring a quality user experience*. Elsevier.
- Iso, I. S. O. (2019). 9241-210: 2019 Ergonomics of human-system interaction–Part 210: human-centred design for interactive systems. *Geneva, Switzerland: International Organization for Standardization*.

- Kalbach, J. (2020). *Mapping experiences*. O'Reilly Media.
- Langgawan Putra, M. G., & Maulana, W. (2020). Perancangan dan Evaluasi UI/UX Aplikasi E-Learning Berbasis Gamification Menggunakan Metode Cognitive Walkthrough. *SPECTA Journal of Technology*, 4(3), 36–48. <https://doi.org/10.35718/specta.v4i3.257>
- Mubiarto, D. S., Isnanto, R. R., & Windasari, I. P. (2023). Perancangan User Interface dan User Experience (UI/UX) pada Aplikasi “BCA Mobile” Menggunakan Metode User Centered Design (UCD). *Jurnal Teknik Komputer*; 2023: JTK Vol. 1 No. 4. <https://doi.org/10.14710/jtk.v1i4.37686>
- Nielsen, J. (2000). *Why you only need to test with 5 users*. Useit. com Alertbox.
- Nielsen, J. (2012). *Usability 101: Introduction to usability*.
- 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), 1–15. <https://doi.org/10.28932/jutisi.v9i1.5080>
- Pitt, B., & Casasanto, D. (2022). Spatial metaphors and the design of everyday things. *Frontiers in Psychology*, 13, 1–26. <https://doi.org/10.3389/fpsyg.2022.1019957>
- Rosenfeld, L., & Morville, P. (2002). *Information architecture for the world wide web*. “O'Reilly Media, Inc.”
- Rubin, J., & Chisnell, D. (2008). *Handbook of usability testing: How to plan, design, and conduct effective tests*. John Wiley & Sons.
- Salminen, J., Jung, S. G., Santos, J. M., Chowdhury, S., & Jansen, B. J. (2020). The effect of experience on persona perceptions. *Conference on Human Factors in Computing Systems - Proceedings, October*. <https://doi.org/10.1145/3334480.3382786>
- Sauro, J., & Lewis, J. R. (2012). Quantifying the User Experience: Practical Statistics for User Research. In S. Elliot & D. Bevans (Eds.), *Elsevier Inc.* (First Edit). Morgan Kaufmann. http://scioteca.caf.com/bitstream/handle/123456789/1091/RED2017-Eng-8ene.pdf?sequence=12&isAllowed=y%0Ahttp://dx.doi.org/10.1016/j.regsciurbeco.2008.06.005%0Ahttps://www.researchgate.net/publication/305320484_SISTEM_PEMBETUNGAN_TERPUSAT_STRATEGI_MELESTARI
- Shneiderman, B., & Plaisant, C. (2010). *Designing the user interface: strategies for effective human-computer interaction*. Pearson Education India.
- Subiyakto, A., Adhiazni, V., Nurmiati, E., Hasanati, N., Sumarsono, S., & Irfan, M. (2020). Redesigning User Interface Based on User Experience Using Goal-Directed Design Method. *2020 8th International Conference on Cyber and IT Service Management, CITSM 2020, June 2021*. <https://doi.org/10.1109/CITSM50537.2020.9268822>
- Sukarsa, I., Piarsa, I. N., Sukarta, E. B. L., & Wisswani, N. W. (2021). Goal directed design method application on UI/UX of dua mata mobile apps. *Scientific Journal of Informatics*, 8(2), 183–193.
- Tiyasa, A., Wirdiani, N. K. A., & Rusjyanthi, N. K. D. (2023). Analysis and design of UI and UX of the Taring application using goal-directed design and cognitive walkthrough methods. *MATRIX: Jurnal Manajemen Teknologi Dan Informatika*, 13(3), 142–156. <https://doi.org/10.31940/matrix.v13i3.142-156>
- Walter, S. (2022). *User journey mapping*. SitePoint Pty Ltd.

- Wharton, C., Rieman, J., Lewis, C., & Polson, P. (1994). The cognitive walkthrough method: A practitioner's guide. In *Usability inspection* (pp. 105–140).
- Zidan, R. (2022). *Perancangan ulang user interface berbasis user experience pada aplikasi my daqu menggunakan metode user-centered design*. Fakultas Sains dan Teknologi Universitas Islam Negeri Syarif Hidayatullah