DAFTAR PUSTAKA

Agam, R., Khan, A. A., Alsauqi, R., Darwis, M., & Trisari, W. (2024). Perancangan UI/UX aplikasi Tanify berbasis mobile menggunakan metode Design Thinking. *Jurnal Ilmu Komputer dan Sistem Informasi (JIKOMSI), 7*(1), 273–285. https://doi.org/10.55338/jikomsi.v7i1.2933

Anjani, M. P., Kurniawati, I., Amsury, F., & Heriyanto, H. (2025). Analisis dan evaluasi usability website Bank Woori Saudara Indonesia menggunakan metode usability testing. *Jurnal Infortech, 7*(1), 34–42. https://doi.org/10.31294/infortech.v7i1.25705

Balkis, N. P., & Oktaviani, N. (2023). Re-design user interface website PT. Gozco menggunakan Design Thinking. *Jurnal FASILKOM, 13*(2), 214–224. https://doi.org/10.37859/jf.v13i02.5528

Budiman, Z., Herdiana, D., & Cahyan, Y. (2025). Implementation of UI/UX website company profile at PD. Agung Mulya. *Jurnal Informatika, Multimedia dan Teknik*. https://doi.org/10.71456/jimt

Febriyanto, Y., Sukmasetya, P., & Maimunah, M. (2023). Implementasi Design Thinking dalam perancangan UI/UX Rumah Sampah Digital Banjarejo. *Journal of Information System Research (JOSH), 4*(3), 936–947. https://doi.org/10.47065/josh.v4i3.3135

Fitriana, N. D. A., Iftadi, N. I., & Astuti, N. R. D. (2023). User experience evaluation and interface redesign using User Experience Questionnaire and Google Material Design (Case study: SIAKAD UNS). *Jurnal Teknik Industri, 13*(2), 159–164. https://doi.org/10.25105/jti.v13i2.17558

Göttgens, I., & Oertelt-Prigione, S. (2021). The application of human-centered design approaches in health research and innovation: A narrative review of current practices. *JMIR mHealth and uHealth, 9*(12), e28102. https://doi.org/10.2196/28102

Henim, S., & Sari, R. (2020). Evaluasi user experience sistem informasi akademik mahasiswa pada perguruan tinggi menggunakan User Experience Questionnaire. *Jurnal Komputer Terapan, 6*(1), 69–78.

Hidayat, M., & Irianto, K. (2025). AutoMedic: Framework of automatic pill dispenser system with Human Centered Design method. *International Journal of Informatics and Computation (IJICOM), 7*. https://doi.org/10.35842/ijicom

Hidayat, M. T., Zaman, B., & Bahri, S. (2022). Perancangan ulang user interface dan user experience pada aplikasi Ladder menggunakan metode Design Thinking. *JTRISTE, 9*(2), 50–64. https://doi.org/10.55645/jtriste.v9i2.377

Husniyah, N., Guntara, R. G., & Jaelani, R. (2024). Redesign user interface (UI) and user experience (UX) of Ikan Giling Segar website with Design Thinking method to increase user interest. *Jurnal Teknologi Informasi dan Pendidikan, 17*(2), 329–343. https://doi.org/10.24036/jtip.v17i2.843

Ibrahim, A. A., & Lestari, I. (2023). Perancangan UI/UX pada website Rumah Tahfidz Akhwat menggunakan metode Design Thinking. *Teknika, 12*(2), 96–105. https://doi.org/10.34148/teknika.v12i2.599

Ihsan, M., Putra, P., Meiriza, A., Oktadini, N. R., & Sevtiyuni, P. E. (2023). Perancangan UI/UX sistem V-TAX berbasis aplikasi mobile dengan metode Human Centered Design (HCD) di Badan Pendapatan Daerah Kota Palembang. *Indonesian Journal of Computer Science, 12*(5). https://doi.org/10.33022/ijcs.v12i5.3361

Juansyah, F., & Indah, N. D. R. (2023). Application of Design Thinking method in redesigning the UI/UX of SIMAK (Academic Information System) of Sriwijaya University based on a mobile platform. *Jurnal Teknologi Informasi Universitas Lambung Mangkurat (JTIULM), 8*(1), 61–72. https://doi.org/10.20527/jtiulm.v8i1.157

Kushendriawan, N. M. A., Santoso, N. H. B., Putra, N. 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

Limantara, N., Renaldi, R., & Filicia, C. (2021). Redesign of e-commerce mobile application with Design Thinking method: A case study of RP2, online household retailer. *ComTech: Computer, Mathematics and Engineering Applications, 12*(2), 89–98. https://doi.org/10.21512/comtech.v12i2.6851

Nadia, N., Kridalukmana, R., & Windasari, I. (2023). Perancangan ulang user interface dan user experience (UI/UX) website PT Subur Makmur Migas Pratama sebagai media monitoring administrasi menggunakan metode Human-Centered Design (HCD). *Jurnal Teknik Komputer*, 53–66.

Novianti, D. (2024). Redesign user interface website Universitas Bina Sarana Informatika menggunakan metode Design Thinking dan System Usability Scale (SUS). *Jurnal Informatika dan Teknik Elektro Terapan, 12*(3). https://doi.org/10.23960/jitet.v12i3.4300

Nurhayati, Yanti, D., & Fakhruzi, I. (2024). Perancangan UI/UX sistem informasi pembayaran air PDAM Putussibau menggunakan metode Activity Centered Design. *Indonesian Journal of Innovation Science and Knowledge, 1*, 531–539.

Pangestu, Y., Yusuf, D., & Wibowo, G. (2024). Implementasi Human-Centered Design dalam perancangan front-end website fundraising e-YM. *KLIK: Kajian Ilmiah Informatika dan Komputer, 4*, 2869–2880. https://doi.org/10.30865/klik.v4i6.1899

Puspitaningrum, D. N., Perdana, I., & Utama, N. I. (2023). Redesign UI/UX website Open Library Telkom University berdasarkan tipe kepribadian influence dengan metode Design Thinking. *Jurnal Indonesia Manajemen Informatika dan Komunikasi, 4*(3), 1874–1886. https://doi.org/10.35870/jimik.v4i3.425

Puspito, T. A. (2024). Evaluation of website performance and usability using GTMetrix, usability testing, and System Usability Scale (SUS) methods. *Jurnal Teknik Informatika, 17*(2), 162–170. https://doi.org/10.15408/jti.v17i2.38530

Ramadani, R., & Mahdiana, D. (2024). Systematic literature review on the application of UI/UX design methods in system development. *Jurnal Teknik Informatika (JUTIF), 5*(4), 103–111. https://doi.org/10.52436/1.jutif.2024.5.4.2073

Re-design UI/UX aplikasi PNM Digi karyawan dengan metode Design Thinking untuk meningkatkan kepuasan pengalaman pengguna. (2024). *Jurnal Vokasi Indonesia, 11*(2). https://doi.org/10.7454/jvi.v11i2.1207

Richi, M., Gunawan, J., Michael, & Farisi, A. (2025). Analisis metode perancangan dan evaluasi UI/UX: Sebuah tinjauan literatur sistematis. *MDP Student Conference*.

Ridwan, R., Bustami, B., & Maulidi, M. (2024). Penerapan Human Centered Design dan usability melalui User Experience Questionnaire pada aplikasi Petani Aceh Smart. *Jurnal Teknologi Informasi dan Ilmu Komputer, 11*(2), 297–306. https://doi.org/10.25126/jtiik.20241127930

Rinawiyanti, E. D. (2024). Mixed method usability testing for user experience and user interface of AI-based supermarket applications. *Journal of Applied Data Sciences, 6*(1), 483–495. https://doi.org/10.47738/jads.v6i1.453

Safitri, E., & Pibriana, D. (2025). Redesign tampilan aplikasi IKD menggunakan Design Thinking dan evaluasi menggunakan UEQ. *MDP Student Conference, 4*(1), 255–264. https://doi.org/10.35957/mdp-sc.v4i1.11111

Schrepp, M., Hinderks, A., & Thomaschewski, J. (2017). Construction of a benchmark for the User Experience Questionnaire (UEQ). *International Journal of Interactive Multimedia and Artificial Intelligence, 4*(4), 40–44. https://doi.org/10.9781/ijimai.2017.445

Sirojuddin, M. (2025). *Evaluasi dan perbaikan usability aplikasi mobile Ojesy menggunakan metode usability testing dan User Experience Questionnaire*. ResearchGate.

Wibowo, A., Kurniawati, N. L. A., Malasari, N. S., & Fortinasari, N. P. B. (2025). UEQ-based evaluation of user experience: A case study on English reading websites development. *JITK (Jurnal Ilmu Pengetahuan dan Teknologi Komputer), 10*(3), 643–651. https://doi.org/10.33480/jitk.v10i3.6264

Willyan, A. C., Fajar, M., & Zaman, B. (2022). Analisis dan desain kembali UI game Smartest Brain menggunakan metode Design Thinking. *KHARISMA Tech, 17*(2), 30–44. https://doi.org/10.55645/kharismatech.v17i2.231

Yolanda, M. M., Musnansyah, A., & Fakhrurroja, H. (2024). Perancangan user interface dan user experience sistem informasi pelanggan PDAM Bandung menggunakan metode Design Thinking. *Journal of Production Enterprise and Industrial Applications, 2*(1). https://doi.org/10.25124/jpeia.v2i1.7481

Yusuf, A. M., Gunawan, R., Priatna, A., & Pardian, R. A. (2023). Perancangan UI/UX sistem informasi pembayaran penggunaan air dengan metode Design Thinking pada website PDAM Karawang. *J-SISKO TECH (Jurnal Teknologi Sistem Informasi dan Sistem Komputer TGD), 6*(1), 8. https://doi.org/10.53513/jsk.v6i1.7359