

DAFTAR PUSTAKA

- Annisa, Dana, & Mira. (2015). Perancangan Model User Interface untuk Website E-Commerce Liliput Edu Toys dengan Metode Paper Prototyping. *e-Proceeding of Engineering : Vol.2, No.1*, 1529 - 1534.
- Ardiansyah, & Muhammad Imam. (2016). Jurnal Ilmiah Teknologi Informasi Terapan Volume II, No 3, 15 Agustus 2016. *PENGUJIAN USABILITY USER INTERFACE DAN USER EXPERIENCE APLIKASI E-READER SKRIPSI BERBASIS HYPERTEXT*, 213 - 220.
- Babich, N. (2017, 10 30). *Everything You Need To Know About Wireframes And Prototypes*. Retrieved from Adobe Blog: <https://theblog.adobe.com/everything-you-need-to-know-about-wireframes-and-prototypes/>
- Intan, Mardhiah, & Ibnu. (2017). JURNAL TEKNOLOGI DAN SISTEM INFORMASI - VOL. 03 NO. 02 (2017). *Penerapan Metode UCD (User Centered Design) pada E-Commerce Putri Intan Shop Berbasis Web* , 269-278 .
- ISO. (2010, 03). *ISO 9241-210:2010 Ergonomics of human-system interaction -- Part 210: Human-centred design for interactive systems*. Retrieved from ISO International Organization for Standardization: <https://www.iso.org/standard/52075.html>
- ISO. (2018, 03). *ISO 9241-211: Ergonomics of Human System Interaction – part 11: Usability: Definitions and concepts*. Retrieved from ISO International Organization for Standardization: <https://www.iso.org/standard/63500.html>
- Komninos, A. (2019, 06). *An Introduction to Usability*. Retrieved from Interaction Design Foundation: <https://www.interaction-design.org/literature/article/an-introduction-to-usability>
- Lamprecht, E. (2019, 02 6). *The Difference Between UX and UI Design – A Layman’s Guide*. Retrieved from Career Foundry: <https://careerfoundry.com/en/blog/ux-design/the-difference-between-ux-and-ui-design-a-laymans-guide/>
- Liu, C., White, R. W., & Dumais, S. (2010). Understanding web browsing behaviors through Weibull analysis of dwell time. *SIGIR '10 Proceedings of the 33rd international ACM SIGIR conference on Research and development in information retrieval*, 379 - 386.

- Nielsen, J. (2011, 9 12). *How Long Do Users Stay on Web Pages*. Retrieved from NN/g Nielsen Norman Group: <https://www.nngroup.com/articles/how-long-do-users-stay-on-web-pages/>
- Norman, D., & Nielsen, J. (n.d.). *The Definition of User Experience (UX)*. Retrieved from NN/g Nielsen Norman Group: <https://www.nngroup.com/articles/definition-user-experience/>
- Novoseltseva, E. (2017, May 23). *User Centered Design: An Introduction*. Retrieved from Usability Geek: <https://usabilitygeek.com/user-centered-design-introduction/>
- Paradigm, V. (2011). *What is Activity Diagram?* Retrieved from Visual Paradigm.
- Paradigm, V. (2011). *What is Use Case Diagram?* Retrieved from Visual Paradigm: <https://www.visual-paradigm.com/guide/uml-unified-modeling-language/what-is-use-case-diagram/>
- Putri, Paulus, & Ridi. (2016). Seminar Nasional Teknologi Informasi dan Komunikasi 2016 (SENTIKA 2016) . *PENGUKURAN PENGALAMAN PENGGUNA DALAM MENGGUNAKAN SISTEM INFORMASI AKADEMIK*, 136 - 143.
- Tanudjaja, C. (2017, May 12). *BINUS UNIVERSITY*. Retrieved from MENGENAL PERSONA DALAM USER EXPERIENCE: <https://sis.binus.ac.id/2017/05/12/mengenal-persona-dalam-user-experience/>
- Veal, R. (2019, 03 01). *How To Define A User Persona* . Retrieved from Career Foundry: <https://careerfoundry.com/en/blog/ux-design/how-to-define-a-user-persona/>
- Wikipedia. (2019, 05 31). *User experience design*. Retrieved from Wikipedia: https://en.wikipedia.org/wiki/User_experience_design