

DAFTAR PUSTAKA

- Berani Tumbuh, 2024. *Design Thinking: Pengertian, Tahapan dan Contoh Penerapannya*. [online] <https://beranitumbuh.com/design-thinking-pengertian-tahapan-dan-contoh-penerapannya> [Diakses 4 November 2024].
- CODING STUDIO, n.d. *Wireframe dan Pentingnya dalam Desain UI/UX*. [online] <https://www.codingstudio.com> [Diakses 4 November 2024].
- Figma, 2024. *Figma: Design, prototype, and collaborate in real-time*. [online] <https://www.figma.com> [Diakses 2 November 2024].
- Glints Blog, n.d. *User Flow: Pengertian, Manfaat, serta Jenis-jenisnya*. [online] <https://glints.com/id/lowongan/user-flow-pengertian-manfaat-serta-jenis-jenisnya/> [Diakses 7 November 2024].
- Lidwell, W., Holden, K. dan Butler, J. 2010. *Universal Principles of Design*. 2nd ed. Beverly, MA: Rockport Publishers.
- Norman, D. A. 2013. *The Design of Everyday Things*. Revised and expanded edition. New York: Basic Books.
- Rosenberg, D. 2014. *UX Design: From Wireframes to Prototypes*. New York: O'Reilly Media.
- Skilvul, 2022. *Intro to UI/UX*. [online] <https://skilvul.com/courses/intro-to-uiux/?civ=1> [Diakses 10 Oktober 2022].
- Springboard, 2024. *The 5 Stages of the Design Thinking Process*. [online] <https://www.springboard.com>. [Diakses 4 November 2024].
- Telkom University, 2024. *Design Thinking: Panduan Lengkap dan Tahapan Prosesnya*. [online] BCE Telkom University. <https://bce.telkomuniversity.ac.id/design-thinking-panduan-lengkap-dan-tahapan-prosesnya> [Diakses 4 November 2024].