

DAFTAR PUSTAKA

- Brooke, J. (1996). *SUS: A "quick and dirty" usability scale*. In P. W. Jordan, B. Thomas, B.A. Weerdmeester, & A.L. McClelland (Eds.), *Usability Evaluation in Industry*. London: Taylor & Francis.
- Dam, R., & Siang, T. (2020). *5 stages in the design thinking process*. *Interaction Design Foundation*.
<https://www.interaction-design.org/literature/article/5-stages-in-the-design-thinking-process>
- Kurniawan, D., & Setiawan, A. (2020). Analisis penerapan prinsip Gestalt dalam desain antarmuka aplikasi *mobile*. *Jurnal Desain Komunikasi Visual*, 5(1).
- Muslimin, W., & Zuraidah, E. (2023). Desain UI/UX *Prototype* SPP Metode *Human Centered Design*. *KLIK: Kajian Ilmiah Informatika dan Komputer*, 4(2),
- Rubin, J., & Chisnell, D. (2008). *Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests*. Wiley Publishing.
- Rahman, Y. A., Wahyuni, E. D., & Pradana, D. S. (2020). Rancang Bangun *Prototype* Sistem Informasi Manajemen Program Studi *Informatika* Menggunakan Pendekatan *User Centered Design*. *REPOSITOR*, 2(4),
- Redaksi KLIK. (2024). *KLIK: Kajian Ilmiah Informatika dan Komputer*, 4(5), ISSN 2723-3898 (Media Online).