

DAFTAR PUSTAKA

- Alrobai, A., Alroobea, R., Al-Badi, A., Mayhew, P. (2013). Investigating the Usability of E-Catalogues System: Modified Heuristics vs. User Testing. SSRN Electronic Journal January 2013
- Anggara, D. A., Harianto, W., Aziz A. (2021). Prototipe Desain User Interface Aplikasi Ibu Siaga Menggunakan Lean UX. KURAWAL Jurnal Teknologi, Informasi dan Industri. 4(1), 58-74. Diambil kembali dari kurawal: <https://jurnal.machung.ac.id/index.php/kurawal/article/view/403>
- Buchem, I. (2010). *Microlearning: a strategy for ongoing professional development Open Virtual Mobility (OpenVM) View project L3T Lehrbuch für Lernen und Lehren mit Technologien*
- Brace, I. (2004). *Questionnaire Design: How to Plan, Structure and Write Survey Material for Effective Market Research*. Kogan Page
- Brooke J. SUS: A Retrospective. J Usability Stud. 2013;8(2):29–40
- Chesnut, D., & Nichols, K. P. (2014). *UX For Dummies*. New Jersey: For Dummies.
- Crow, R. (2002). *The Case for Institutional Repositories: A SPARC Position Paper*. <https://www.researchgate.net/publication/215993546>
- Desai, R. (2019, April 22). UX Design for Different User Generations. Diambil kembali dari UX Planet: <https://uxplanet.org/ux-design-for-different-user-generations-a1eac5b8e403>
- Garrett, J. J. (2011). *The elements of user experience : user-centered design for the Web and beyond*.
- Group, N. N. (2012, January 3). *Beyond the NPS: Measuring Perceived Usability with the SUS, NASA-TLX, and the Single Ease Question After Tasks and Usability Tests*. Diambil kembali dari nnngroup.com:

<https://www.nngroup.com/articles/measuring-perceived-usability/>

Group, N. N. (2018, February 8). Usability 101: Introduction to Usability. Diambil kembali dari nngroup.com: <https://www.nngroup.com/articles/usability-101-introduction-to-usability/>

Hartson, R., & Pyla, P. (2019). *The UX Book*. In *The UX Book*. Elsevier. <https://doi.org/10.1016/b978-0-12-805342-3.09989-6>

Ingratubun, A., Suyatno, D. F. (2023). Perancangan Desain User Interface Sistem Informasi Yayasan Ruang Pasien Indonesia menggunakan Metode Lean UX. *Journal of Emerging Information Systems and Business Intelligence*, 4(1), 32-37. Diambil kembali dari JEISBI: <https://ejournal.unesa.ac.id/index.php/JEISBI/article/view/50944>

Kesuma, D. P. (2021). Penggunaan Metode System Usability Scale Untuk Mengukur Aspek Usability Pada Media Pembelajaran Daring Di Universitas XYZ (Vol. 8, Issue 3). Diambil kembali dari: <https://jurnal.mdp.ac.id/index.php/jatisi/article/download/1356/408/>

Leong, K., Sung, A., Au, D., & Blanchard, C. (2021). A review of the trend of microlearning. *Journal of Work-Applied Management*, 13(1), 88–102. <https://doi.org/10.1108/JWAM-10-2020-0044>

McElroy, K. (2017). *Prototyping for Designers: Developing the Best Digital and Physical Products*.

Nielsen, J. (1993). *Usability Engineering*. Diambil kembali dari academia.edu: https://www.academia.edu/40437644/Usability_Engineering

Peute, L. W., de Keizer, N. F., & Jaspers, M. W. (2013). The Value of Retrospective and Concurrent Think Aloud in formative usability testing of a physician data query tool. *Journal of Biomedical Informatics*, 7.

Pradipta, O.A., Sukarsa, I. M., Dharmaadi, I. P. (2022). Pengembangan UI Aplikasi Mobile Konsultasi Karir Menggunakan Metode Lean UX. *JITTER- Jurnal Ilmiah Teknologi dan Komputer* 3(1). Diambil kembali dari JITTER:

<https://ojs.unud.ac.id/index.php/jitter/article/view/84782>

Rabbanii, I., Brata, A. H., & Brata, K. C. (2019). Penerapan Metode Lean UX pada Pengembangan Aplikasi Bill Splitting menggunakan Platform Android. *Jurnal Pengembangan Teknologi Informasi Dan Ilmu Komputer*, 3(7), 6831–6836. Diambil kembali dari JPTIHK: <https://j-ptiik.ub.ac.id/index.php/j-ptiik/article/view/5814>

Reitz, J. M. (2002). *ODLIS: Online Dictionary of Library and Information Science A*.

Ries, E. (2011). The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses. *Journal of Product Innovation Management*, 29(3), 508–509. Diambil kembali dari Academia Edu:

https://www.academia.edu/6418358/The_Lean_Startup_How_Today_s_Entrepreneurs_Use_Continuous_Innovation_to_Create_Radically_Successful_Businesses

Sauro, J. (2018). 5 Ways to Interpret a SUS Score. <https://measuringu.com/interpret-sus-score/>.

Sulistyo, E.W., Sofiana, S. (2022). Perancangan Desain User Interface/User Experience Web Layanan Informasi Kamus Dengan Metode Lean User Experience (Lean UX) Pada Universitas Pamulang. *BULLET : Jurnal Multidisiplin Ilmu* 1(3), 357-368. Diambil kembali dari BULLET: <https://journal.mediapublikasi.id/index.php/bullet/article/view/605>

Utiahman, S. A., Ali, S. D., Pratama, A.M.M. (2022). Sistem Repositori Kekayaan Intelektual Sivitas STMIK Ichsan Gorontalo. *JURNAL INFORMATIKA UPGRIS Vol. 8, No. 1 JUNI 2022 P/E-ISSN: 2460-4801/2447-6645*.

Van Den Brande L. (1994). Flexible and distance learning. *Computers in Education*, 22, 364–365.