

DAFTAR PUSTAKA

- Ardina Sagita Ramadhani, Anita Wulansari, & Eristya Maya Safitri. (2025). Evaluasi *User Experience* aplikasi layanan publik menggunakan metode UEQ dan observasi. *Switch : Jurnal Sains Dan Teknologi Informasi*, 3(1), 163–176. <https://doi.org/10.62951/SWITCH.V3I1.347>
- Brooke, J. (1996). *SUS - a quick and dirty usability scale*. https://www.researchgate.net/publication/319394819_SUS_-_a_quick_and_dirty_usability_scale
- Creswell, J. W. (2021). *Research design: Qualitative, quantitative, and mixed methods approaches (5th ed.)*. Sage Publications. https://www.ucg.ac.me/skladiste/blog_609332/objava_105202/fajlovi/Creswell.pdf
- Fajar, M., Kembaren, H., Rafif, M., Al Hadi, S., Aulia, N., & Khalil Gibran, M. (2025). Analisis *Usability* pada Aplikasi *Mobile* Menggunakan Metode *System Usability Scale*. *RIGGS: Journal of Artificial Intelligence and Digital Business*, 4(2), 4722–4727. <https://doi.org/10.31004/riggs.v4i2.1315>
- Fajaria, M. (2024). *Evaluasi User Experience Dan Usability Sistem Informasi Akademik Menggunakan Metode User Experience Questionnaire (UEQ) Dan System Usability Scale (SUS)* (Studi Kasus : Universitas Sriwijaya). https://repository.unsri.ac.id/138386/1/RAMA_57201_09031282025056_0018078502_01_front_ref.pdf
- Hair, J. F., Black, W. C., Babin, B. J., & Anderson, R. E. (2021). *Multivariate Data Analysis Eighth Edition*. www.cengage.com/highered
- Hassenzahl, M. (2021). *User Experience and Experience Design*. http://www.interaction-design.org/printerfriendly/encyclopedia/user_experience_and_experience_design.html
- Hinderks, A., Domínguez Mayo, F. J., Thomaschewski, J., & Escalona, M. J. (2022). *Approaches to manage the User Experience process in Agile software development: A systematic literature review*. *Information and Software Technology*, 150, 106957. <https://doi.org/10.1016/J.INFSOF.2022.106957>

- ISO 9241-210. (2019). *ISO 9241-210:2019 - Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems*. <https://www.iso.org/standard/77520.html>
- Jumiati, E., Royanti, N. I., & Indrayanti. (2025). Pengukuran *User Experience* (UX) Sistem Biro Administrasi Akademik Menggunakan Metode UEQ Dan Wawancara. *RISTEK : Jurnal Riset, Inovasi Dan Teknologi Kabupaten Batang*, 10(1), 91–95. <https://doi.org/10.55686/RISTEK.V10I1.222>
- Kavanagh, M. J., & Thite, M. (2021). *Human Resource Information Systems: Basics, Applications & Directions | Request PDF*. https://www.researchgate.net/publication/44960970_Human_Resource_Information_Systems_Basics_Applications_Directions
- Kumar, B. A., & Chand, S. S. (2024). *Design and validation of a usability evaluation questionnaire (UEQ) for mobile learning applications*. *Interactive Technology and Smart Education*, 21(3), 426–441. <https://doi.org/10.1108/ITSE-07-2023-0122>
- Laudon, K. C., & Laudon, J. P. (2022). *Management Information Systems Managing the Digital Firm (16th ed.)*. Pearson. - References - Scientific Research Publishing. <https://www.scirp.org/reference/referencespapers?referenceid=3794844>
- Nielsen, J. (2021). *Usability engineering*. 362.
- O'Brien, J. A. ., & Marakas, G. M. . (2021). *Introduction to information systems*. 592. https://books.google.com/books/about/Introduction_to_Information_Systems.html?hl=id&id=OHc9PgAACAAJ
- Sander Lim, A., & Gianina Tileng, K. (2025). *Usability testing pada sistem presensi aplikasi HRM Talenta dengan menggunakan metode cognitive walkthrough*. *IT-Explore: Jurnal Penerapan Teknologi Informasi Dan Komunikasi*, 4(1), 53–64. <https://doi.org/10.24246/ITEXPLORE.V4I1.2025.PP53-64>
- Schrepp, M. (2021). *Evaluating User Experience of a mobile health application 'Halodoc' using User Experience Questionnaire and usability testing*. 58–71. https://scholar.google.co.id/citations?view_op=view_citation&hl=id&user=JkTx-cUAAAAJ&citation_for_view=JkTx-cUAAAAJ:yB1At4FIUx8C

- Schrepp, M. (2023). *User Experience Questionnaire Handbook*. www.ueq-online.org
- 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. <https://doi.org/10.9781/IJIMAI.2017.445>
- Sugiyono. (2022). *Metode penelitian kuantitatif, kualitatif, dan R&D*.