

DAFTAR PUSTAKA

- Kementerian Kesehatan Republik Indonesia. (2023). Keputusan Menteri Kesehatan Republik Indonesia Nomor HK.01.07/MENKES/2015/2023. Kementerian Kesehatan Republik Indonesia. <https://kemkes.go.id/id/>
- Adistyan Pranata, D., Indriati, R., Nugroho, A., & PGRI Kediri, N. (2024). Desain UI/UX E-Commerce Menggunakan Aplikasi Figma. *Prosiding SEMNAS INOTEK (Seminar Nasional Inovasi Teknologi)*, 8(1), 413–422. <https://doi.org/10.29407/INOTEK.V8I1.4959k>
- Akbar, M. R. F. (2021). TA : Analisis dan Perancangan UI/UX Menggunakan Metode User Centered Design (UCD) pada Aplikasi Sicyca Mobile. *Repository Universitas Dinamika STIKOM Surabaya*. <https://repository.dinamika.ac.id/id/eprint/5927/>
- Alja, F. M., Daniati, E., & Ristyan, A. (2024). PERANCANGAN UI/UX E-COMMERCE MENGGUNAKAN METODE USER CENTERED DESIGN (UCD). *Journal of Information System Management (JOISM)*, 6(1), 93–101. <https://doi.org/10.24076/JOISM.2024V6I1.1669>
- Avicenna, S. (2022). *Pengembangan UI/UX dengan pendekatan metode UCD studi kasus AIS UIN Jakarta*. <https://repository.uinjkt.ac.id/dspace/handle/123456789/65644>
- Borrys Hasian. (2017, August 7). *Bab 3. Apa UX Designer Itu?* <https://medium.com/designchitchat/apa-ux-designer-itu-56da863f785d>
- Dina, P., Rahmawati, N., Devi, S., Sri, I., Hasibuan, M., Putri, S. A., Agustina, D., Negeri, U. I., Utara, S., William, J., Ps, I. V, Estate, M., Percut, K., Tuan, S., & Serdang, K. D. (2024). Analisis Tantangan dalam Implementasi Administrasi Puskesmas di Puskesmas Simalingkar. *Journal on Education*, 6(4), 21961–21969. <https://doi.org/10.31004/JOE.V6I4.6378>

- Interaction Design Foundation. (2016, June 5). *What is User Centered Design (UCD)?* <https://www.interaction-design.org/literature/topics/user-centered-design>
- Ismiratri, N., Hasanbasri, M., Marthias, T., Ilmu Kesehatan Masyarakat, D., Kedokteran, F., Masyarakat, K., & Keperawatan, dan. (2023). Evaluasi Sistem Pencatatan Dan Pelaporan Dalam Implementasi Program Poned Di Kabupaten Purbalingga Evaluation Of The Recording And Reporting System In The Implementation of The Poned Program In Purbalingga District Artikel Penelitian. In *JKKI Jurnal Kebijakan Kesehatan Indonesia : JKKI* (Vol. 12, Issue 03).
- ISO 9241-11:2018(en), *Ergonomics of human-system interaction — Part 11: Usability: Definitions and concepts*. (n.d.). Retrieved 31 December 2024, from <https://www.iso.org/obp/ui/#iso:std:iso:9241:-11:ed-2:v1:en>
- ISO 9241-210. (2019). *Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems*. Retrieved 31 December 2024, from <https://www.iso.org/standard/77520.html#lifecycle>
- Kemkes. (2024). *TATALAKSANA KONSORSIUM INTEGRASI LAYANAN PRIMER DALAM PENGUATAN KESEHATAN KELUARGA - LMS Kemkes*. <https://lms.kemkes.go.id/courses/32185931-3959-4ebf-830f-c712626e5ca3>
- Lee Ventola, C. (2014). Mobile Devices and Apps for Health Care Professionals: Uses and Benefits. *Pharmacy and Therapeutics*, 39(5), 356. <https://pmc.ncbi.nlm.nih.gov/articles/PMC4029126/>
- Nugraheni, A., Wulandari, S., Hajar, R. R., Sejati, P., & Suhendar, A. (2024). Rancang Bangun Aplikasi E-Learning Berbasis Mobile Untuk Mengimplementasikan Menu Quiz dengan Metode User Centered Design. *KLIK: Kajian Ilmiah Informatika Dan Komputer*, 4(5), 2451–2463. <https://doi.org/10.30865/KLIK.V4I5.1792>

- Pratama, D. W., & Arifin, A. (2022). Implementasi User Centered Design(UCD) pada Mobile App ASN Memayu. *AUTOMATA*, 3(2). <https://journal.uui.ac.id/AUTOMATA/article/view/24278>
- Pressman, R., & Maxim, B. (2014). *Software Engineering: A Practitioner's Approach, 8th Ed.*
- Rizal, M. K., Indriati, R., & Wardani, A. S. (2024). PENGEMBANGAN UI/UX WEBSITE STUDIO FOTOGRAFI. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 8(5), 8626–8631. <https://doi.org/10.36040/JATI.V8I5.10690>
- Satzinger, J. W., Jackson, R. B., & Burd, S. D. (2012). *Systems analysis and design in a changing world*. https://books.google.com/books/about/Systems_Analysis_and_Design_in_a_Changing.html?hl=id&id=7qipzgEACAAJ
- Supardianto, S., & Tampubolon, A. B. (2020). Penerapan UCD (User Centered Design) Pada Perancangan Sistem Informasi Manajemen Aset TI Berbasis Web di Bid TIK Kepolisian Daerah Kepulauan Riau. *Journal of Applied Informatics and Computing*, 4(1), 74–83. <https://doi.org/10.30871/JAIC.V4I1.2108>
- Wicak, A., Gamas, M., Wardani, A. S., Firliana, R., Muzzaki, N., Khalid, I., Arshad, S., Cahyono, B., & Stiawan, H. (2022). Desain User Interface Website Pemetaan Tanaman Obat Dan Langka Di Kabupaten Kediri Dengan Menggunakan Figma. *Bulletin of Information Technology (BIT)*, 3(4), 281–288. <https://doi.org/10.47065/BIT.V3I4.377>
- Wicak Milbar Gamas, A., Sari Wardani, A., Najibullo Muzaki, M., Informasi, S., Nusantara PGRI Kediri Jl Ahmad Dahlan No, U., Mojoroto, K., Kediri, K., & Timur, J. (2023). Desain UI/UX Aplikasi Konter Handphone Berbasis Mobile Menggunakan Design Thinking. *Informatik : Jurnal Ilmu Komputer*, 19(2), 122–133. <https://doi.org/10.52958/IFTK.V19I2.6297>

- Laugwitz, B., Held, T., & Schrepp, M. (2008). Construction and evaluation of a user experience questionnaire. *Proceedings of the 4th Symposium on Usability and HCI*, 63–76.
- Osgood, C. E., Suci, G. J., & Tannenbaum, P. H. (1957). *The measurement of meaning*. Urbana, IL: University of Illinois Press.
- Schrepp, M., Hinderks, A., & Thomaschewski, J. (2014). Applying the user experience questionnaire (UEQ) in different evaluation scenarios. In *Design, User Experience, and Usability: Theories, Methods, and Tools for Designing the User Experience* (pp. 383–392). Springer.
- Gould, J. D., & Lewis, C. (1985). *Designing for usability: key principles and what designers think*. *Communications of the ACM*, 28(3), 300–311. (DOI: <https://doi.org/10.1145/3166.3170>)
- Kurniawan, R. A., Firliana, R., & Wardani, A. S. (2024). Desain UI Dan UX Aplikasi Penjualan Kosmetik Menggunakan Metode Design Thinking. *Gudang Jurnal Multidisiplin Ilmu*, 2(7), 335–364. <https://doi.org/10.59435/GJMI.V2I7.764>
- Margaretha, V., Firliana, R., & Muzaki, M. N. (2024). PERANCANGAN UI/UX WEBSITE CAMPAIGN DAN MANAJEMEN TRANSAKSI BANK SAMPAH RAHAYU. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 8(5), 10378–10387. <https://doi.org/10.36040/JATI.V8I5.11047>
- Sasongko, M. Z., & Sucipto, S. (2021). Desain Prototype IoT Menggunakan Bot Telegram Berbasis Text Recognition. *RESEARCH: Journal of Computer, Information System & Technology Management*, 4(1), 21–27. <https://doi.org/10.25273/RESEARCH.V4I1.7420>
- Haidar Luthfi, A. ., & Arfiani, I. . (2024). Perancangan UI/UX Aplikasi Sampahocity Menggunakan Pendekatan UCD (User Centered Design). *Jurnal Ilmu Komputer Dan Sistem Informasi (JIKOMSI)*, 7(1), 24–36. <https://doi.org/10.55338/jikoms.v7i1.2175>

- Gavinda, G. R., Utama, H., & Masruro, A. (2025). Perancangan UI/UX Pada Aplikasi Peduli Alam Berbasis Aplikasi Mobile Menggunakan UCD. *The Indonesian Journal of Computer Science Research*, 4(1), 28–42. <https://doi.org/10.59095/ijcsr.v4i1.192>
- Firdaus, N. A., Pratiwi, A. L., Saputra, M. I., & Fitri, A. S. (2024). Perancangan Desain User Interface E-Posyandu Melati 2 Berbasis Mobile Melalui Metode User Centered Design (UCD). *Innovative: Journal Of Social Science Research*, 4(5), 3713–3722. <https://doi.org/10.31004/innovative.v4i5.15396>
- Hamdanuddinsyah, M. H., Hanafi, M., & Sukmasetya, P. (2023). Perancangan UI/UX Aplikasi Buku Online Mizanstore Berbasis Mobile Menggunakan User Centered Design. *Journal of Information System Research (JOSH)*, 4(4), 1464–1475. <https://doi.org/10.47065/josh.v4i4.3850>