

## DAFTAR PUSTAKA

- Anugradia, N., Arsa, D., & Khaira, U. (2024). Perancangan Ui/Ux Dashboard Reporting Pada Portal Halal.Go.Id Menggunakan Metode Design Thinking. *Cyberspace: Jurnal Pendidikan Teknologi Informasi*, 8(1), 1. <https://doi.org/10.22373/cj.v8i1.22948>
- Aziz, N., Hamzah, S. S., Ahmad, S. Z., Matcha, W., & Binsaleh, S. (2024). Augmented Reality Mobile Application for Promoting Culture and Heritage in Thailand and Malaysia: The Prototype Development and Heuristic Evaluation. *International Journal of Interactive Mobile Technologies*, 18(14), 72–89. <https://doi.org/10.3991/ijim.v18i14.48381>
- Aziza, R. F. A. (2019). Analisa Usability Desain User Interface Pada Website Tokopedia Menggunakan Metode Heuristics Evaluation. *Jurnal Tekno Kompak*, 13(1), 7. <https://doi.org/10.33365/jtk.v13i1.265>
- Barus, O., Suliegn, E., Pangaribuan, J. J., & Jusin, J. (2022). Implementasi Filter Augmented Reality pada Usaha Mikro Kecil Menengah untuk Meningkatkan Penjualan. *Metik Jurnal*, 6(2), 85–91. <https://doi.org/10.47002/metik.v6i2.370>
- Bhutkan, G. (2021). Heuristic Evaluation of Upgradation of Magic XPI Dashboard Web Application. *International Journal for Research in Applied Science and Engineering Technology*, 9(VI), 4090–4096. <https://doi.org/10.22214/ijraset.2021.35862>
- Chylinski, M., Heller, J., Hilken, T., Keeling, D. I., Mahr, D., & de Ruyter, K. (2020). Augmented reality marketing: A technology-enabled approach to situated customer experience. *Australasian Marketing Journal*, 28(4), 374–384. <https://doi.org/10.1016/j.ausmj.2020.04.004>
- Costa, M. C., Santos, P., Patrício, J. M., & Manso, A. (2021). An interactive information system that supports an augmented reality game in the context of game-based learning. *Multimodal Technologies and Interaction*, 5(12), 1–25. <https://doi.org/10.3390/mti5120082>
- Muhammad Sulthon Abdillah, Farel Atalla Muhammad Dafa, & Ina Sholihah Widiati. (2024). Penerapan Metode Design Thinking pada UI/UX Website SaveBite untuk Penjualan Sisa Makanan dalam Mengurangi Food waste. *Router : Jurnal Teknik Informatika Dan Terapan*, 2(3), 185–196. <https://doi.org/10.62951/router.v2i3.168>
- Dantes, G. R. (2022). Evaluation and Redesign of Augmented Reality Application Based on Usability Testing. *Jurnal Pendidikan Teknologi Dan Kejuruan*, 19(2), 118–127. <https://ejournal.undiksha.ac.id/index.php/JPTK/article/view/53494>
- Derby, J. L., & Chaparro, B. S. (2022). The Development and Validation of an Augmented and Mixed Reality Usability Heuristic Checklist. In *Interacción* (pp. 165–182). [https://doi.org/10.1007/978-3-031-05939-1\\_11](https://doi.org/10.1007/978-3-031-05939-1_11)
- Design Thinking in Digital Innovation Projects—Exploring the Effects of Intangibility. (2022). *IEEE Transactions on Engineering Management*, 69(4), 1635–1649. <https://doi.org/10.1109/tem.2020.3036818>
- Dewi, E., Setyowati, D., & -, H. (2021). Penerapan Teknologi Augmented Reality Dengan Metode Marker Based Pada Aplikasi Pengenalan Jurusan Resiskom Berbasis Android. *Jurnal Teknologi*, 14(2), 122–131. <https://doi.org/10.34151/jurtek.v14i2.3688>
- Ependi, U., Kurniawan, T. B., & Panjaitan, F. (2019). System Usability Scale Vs Heuristic Evaluation: a Review. *Simetris: Jurnal Teknik Mesin, Elektro Dan Ilmu Komputer*, 10(1), 65–74. <https://doi.org/10.24176/simet.v10i1.2725>
- Ferdiansyah, D., Budi Wahyono, E., & Widodo, S. (2022). Pemanfaatan Augmented Reality Dalam Membangun Pendaftaran Tanah Sistematis Lengkap. *Jurnal Tunas Agraria*, 5(1), 47–64. [www.bhumi.atrbpn.go.id](http://www.bhumi.atrbpn.go.id)

- Ganapathy, T., Othman, M. kamal, & Yahya, A. S. (2021). Incorporating Heuristic Evaluation (HE) in the Evaluation of Visual Design of the Eco-Tourism Smartphone App. *Journal of Visual Art and Design*, 13(1), 18–34. <https://doi.org/10.5614/j.vad.2021.13.1.2>
- Ghina, A., & Afifah, N. (2021). Value Proposition Design for Custom Clothing Startup Using Design Thinking Approach. *Jurnal Manajemen Indonesia*, 21(1), 89. <https://doi.org/10.25124/jmi.v21i1.3523>
- Gibbons, S. (2018). Using Prioritization Matrices to Inform UX Decisions. <https://www.nngroup.com/>. <https://www.nngroup.com/articles/prioritization-matrices/>
- Giraldo, M., Rodríguez, O., Del Guidice, O. N., & Betts, M. M. (2024). Facilitators and hinderers for designing augmented reality for ecotourism SME's experiences: A service Design approach. *Heliyon*, 10(2), e24124. <https://doi.org/10.1016/j.heliyon.2024.e24124>
- Guntoro, Lisnawita, & Costaner, L. (2023). Exploring Research and Service Information System Usability by Heuristic Evaluation as a Compelement of System Usability Scale. *Jurnal Penelitian Pendidikan IPA*, 9(12), 11045–11052. <https://doi.org/10.29303/jppipa.v9i12.5571>
- Hastangka, H. (2024). Design Thinking of Indonesia's Post-Jokowi Education Policy. *JISIP (Jurnal Ilmu Sosial Dan Pendidikan)*, 8(1), 351. <https://doi.org/10.58258/jisip.v8i1.6222>
- Hermanto, A., Ameiliawati, N. S., Gumelar, A. B., Junaedi, L., Widodo, A., Sulistyono, M. T., & Wibowo, A. T. (2022). Peningkatan Usability Point of Sales (PoS) Berbasis Human Centered Design (HCD). *JOINS (Journal of Information System)*, 7(1), 1–13. <https://doi.org/10.33633/joins.v7i1.5528>
- Hiererra, S. E., Meyliana, Ramadhan, A., & Purnomo, F. (2022). Prototype UX Design: Mobile Augmented Reality Application based on Gamification for Cultural Heritage Tourism. *Proceedings of 2022 8th International HCI and UX Conference in Indonesia, CHIuXiD 2022*, 1(November 2022), 30–35. <https://doi.org/10.1109/CHIuXiD57244.2022.10009802>
- Ismail, S. N. A., Ali, W. N. A. W., Hashim, A. F., Idrus, S. Z. S., & Ali, W. N. A. W. (2020). The Development of Augmented Reality Mobile Information System (ARMIS) influences the Psychological Factors in Consumers' Preferences. *Journal of Physics: Conference Series*, 1529(3). <https://doi.org/10.1088/1742-6596/1529/3/032072>
- Ivanova, V., Vasilev, P., Stoianov, I., Andreev, R., & Boneva, A. (2021). Design of a Multifunctional Operating Station Based on Augmented Reality (MOSAR). *Cybernetics and Information Technologies*, 21(1), 119–136. <https://doi.org/10.2478/cait-2021-0009>
- J. Mansur, V. C. Mawardi, and T. S. (2020). *Jurnal Augmented Reality. Jurnal Ilmu Komputer Dan Sistem Informasi*, 7(2), 185–190.
- Joy Onma Enyejo, Omotoyosi Qazeem Obani, Olusegun Afolabi, Emmanuel Igba, & Akan Ime Ibokette. (2024a). Effect of Augmented Reality (AR) and Virtual Reality (VR) experiences on customer engagement and purchase behavior in retail stores. *Magna Scientia Advanced Research and Reviews*, 11(2), 132–150. <https://doi.org/10.30574/msarr.2024.11.2.0116>
- Joy Onma Enyejo, Omotoyosi Qazeem Obani, Olusegun Afolabi, Emmanuel Igba, & Akan Ime Ibokette. (2024b). Effect of Augmented Reality (AR) and Virtual Reality (VR) experiences on customer engagement and purchase behavior in retail stores. *Magna Scientia Advanced Research and Reviews*, 11(2), 132–150.

- <https://doi.org/10.30574/msarr.2024.11.2.0116>
- Kaboutarizadeh, L., Kordi, M., Koohmare, Z., Hosseini, S. M., & Azizi, A. (2023). Developing a Native Model for Evaluating the Usability of Health Information Systems Through Heuristic Evaluation Technique. *Journal of Health and Biomedical Informatics*, 9(4), 304–324. <https://doi.org/10.34172/jhbmi.2023.09>
- Khairunisa, Y., Nurhasanah, Y., & Verlaili, R. (2022). Virtual Job Fair Information System Design Based on Augmented Reality/Virtual Reality. *Sinkron*, 7(4), 2449–2461. <https://doi.org/10.33395/sinkron.v7i4.11795>
- Kim, T. H., & Choo, H. J. (2021). Augmented reality as a product presentation tool: focusing on the role of product information and presence in AR. *Fashion and Textiles*, 8(1). <https://doi.org/10.1186/s40691-021-00261-w>
- Komalasari, D., & Ulfa, M. (2020). Pengujian Usability Heuristic Terhadap Perangkat Lunak Pembelajaran Matematika. *MATRIK : Jurnal Manajemen, Teknik Informatika Dan Rekayasa Komputer*, 19(2), 257–265. <https://doi.org/10.30812/matrik.v19i2.687>
- Kumoro, D. T., & Hasanah, U. (2020). Tinjauan Desain Interface Website E-Commerce Wisata Mototravel.id Menggunakan Evaluasi Heuristik. *JTIM : Jurnal Teknologi Informasi Dan Multimedia*, 2(1), 43–49. <https://doi.org/10.35746/jtim.v2i1.84>
- Kurek, J., Brandli, L. L., Leite Frandoloso, M. A., Lange Salvia, A., & Mazutti, J. (2023). Sustainable Business Models Innovation and Design Thinking: A Bibliometric Analysis and Systematic Review of Literature. *Sustainability (Switzerland)*, 15(2), 988. <https://doi.org/10.3390/su15020988>
- Labrie, A., & Cheng, J. (2020). Adapting Usability Heuristics to the Context of Mobile Augmented Reality. *UIST 2020 - Adjunct Publication of the 33rd Annual ACM Symposium on User Interface Software and Technology*, 4–6. <https://doi.org/10.1145/3379350.3416167>
- Law, E. L. C., & Heintz, M. (2021). Augmented reality applications for K-12 education: A systematic review from the usability and user experience perspective. *International Journal of Child-Computer Interaction*, 30. <https://doi.org/10.1016/j.ijcci.2021.100321>
- Lin, K.-Y., & Huang, T. K. (2024). Shopping in the digital world: How augmented reality mobile applications trigger customer engagement. *Technology in Society*, 77, 102540. <https://doi.org/10.1016/j.techsoc.2024.102540>
- Liu, Z. (2024). Augmented Reality User Interface: Analysing the Design Principles and Evaluation Methods of Augmented Reality (AR) User Interfaces to Enhance User Interaction and Experience. *International Journal of Computer Science and Information Technology*, 3(2), 22–31. <https://doi.org/10.62051/ijcsit.v3n2.04>
- Mahdi, M. Z., & Yuli, I. (2021). Rancangan Sistem Informasi Menggunakan Metode Design Thinking. *Jurnal Sistem Informasi*, 1(1), 1–9.
- Marino, E., Barbieri, L., Sollazzo, C., & Bruno, F. (2024). An Augmented Reality tool to support Industry 5.0 operators in product assembly activities. *International Journal of Advanced Manufacturing Technology*, 4941–4961. <https://doi.org/10.1007/s00170-024-14777-0>
- Masood, T., & Sonntag, P. (2020). Industry 4.0: Adoption challenges and benefits for SMEs. *Computers in Industry*, 121(2020), 103261. <https://doi.org/10.1016/j.compind.2020.103261>
- McLean, G., & Wilson, A. (2019). Shopping in the digital world: Examining customer engagement through augmented reality mobile applications. *Computers in Human Behavior*, 101, 210–224. <https://doi.org/10.1016/j.chb.2019.07.002>
- Mena, J., Estrada-Molina, O., & Pérez-Calvo, E. (2023). Teachers' Professional Training through Augmented Reality: A Literature Review. *Education Sciences*, 13(5).

- <https://doi.org/10.3390/educsci13050517>
- Nedyak, A., Rudzeyt, O., & Zainetdinov, A. (2020). The introduction of augmented reality technologies in the enterprise information system. *Russian Journal of Resources, Conservation and Recycling*, 7(2), 1–12. <https://doi.org/10.15862/08inor220>
- Nielsen, J. (1994). 10 Usability Heuristics for User Interface Design. Nngroup.Com. <https://www.nngroup.com/articles/ten-usability-heuristics/>
- Okonkwo, C. (2024). Assessment of User Experience (UX) Design Trends in Mobile Applications. *Journal of Technology and Systems*, 6(5), 29–41. <https://doi.org/10.47941/jts.2147>
- Oppermann, L., Riedlinger, U., Schmitz, M., Uzun, Y., Brosda, C., Syrek, C. J., & Fühles-Ubach, S. (2024). Enhancing Customer Shopping Experience Through AR Mini-Games. In *Springer proceedings in business and economics* (pp. 16–28). [https://doi.org/10.1007/978-3-031-50559-1\\_2](https://doi.org/10.1007/978-3-031-50559-1_2)
- Parman, S., Fahrudin, R., Lesmana, M. A., & Putra, P. S. R. (2023). Penggunaan Teknologi Augmented Reality Untuk Meningkatkan Pengalaman Pelanggan Dalam Pemasaran Produk Real Estate. *Jurnal Digit*, 13(2), 189. <https://doi.org/10.51920/jd.v13i2.354>
- Pavlova, O., Bashta, A., & Kovtoniuk, M. (2023). Augmented Reality Based Information Technology for Objects 3D Models Visualization. *Computer Systems and Information Technologies*, 1, 68–74. <https://doi.org/10.31891/csit-2023-1-9>
- Permata Putra, G., & Al Azam, M. N. (2023). Analisis Usability Dan User Experience Pada Aplikasi Musea Ar Dengan Metode System Usability Scale Dan User Experience Questionnaire. *JATI (Jurnal Mahasiswa Teknik Informatika)*, 7(3), 2063–2070. <https://doi.org/10.36040/jati.v7i3.7043>
- Rachman, A., & Sutopo, J. (2023). Penerapan Metode Design Thinking Dalam Pengembangan Ui/Ux: Tinjauan Literatur. *SemanTIK : Teknik Informasi*, 9(2), 139. <https://doi.org/10.55679/semantik.v9i2.45878>
- Rahman, A., Abdullah, M. K., Koto, H. Z., & Sunardi. (2023). User Experience Analysis on Digital Healthcare Website Using User Experience Questionnaire and Heuristic Evaluation. *2023 IEEE 9th International Conference on Computing, Engineering and Design, ICCED 2023*, 1–6. <https://doi.org/10.1109/ICCED60214.2023.10425419>
- Sanjaya, M., Putra, R., & Utama, D. (2024). CESS Perancangan Antarmuka Aplikasi Pencari Kerja dan Permodalan Menggunakan Metode Design Thinking Untuk Mengoptimalkan Bonus Demografi Designing the Job Seeker and Capital Application interface using Design Thinking Methods to Optimize Demographic Bonus. 9(2), 788–800.
- Schauer, S., Sieck, J., Sachenko, A., & Kit, I. (2023). « Computer Systems And Information Technologies » Khrystyna Lipianina-Honcharenko Concept Of Information System For Cultural Heritage Sites. Kristina Lip' Yanina - Goncharenko Sophie Schauer , Jürgen Zick Anatoliy Sachenko , Ivan Kit Konsep Sistem Informasi. 64–68.
- Sidhunata, B. M., Gabbatha, M. K., Susilo, N. A. N., Buu Sada, P. M. L., Farabi, B. D., Piolo, S., & Singgalen, Y. A. (2023). Point of Sales (POS) System Design using Design Thinking Framework for Motorcycle Workshop. *Journal of Information Systems and Informatics*, 5(3), 874–886. <https://doi.org/10.51519/journalisi.v5i3.515>
- Somantri, E., Tricahyono, D., Noviaristanti, S., & Ghina, A. (2024). Application of Design Thinking Method to Increase Adoption of Electronic Land Certificates. *International Journal of Social Science and Human Research*, 7(08), 6434–6445. <https://doi.org/10.47191/ijsshr/v7-i08-75>
- Suh, G., Lim, J., Shin, S., & Hwang, W. (2022). Description of usability problems in augmented reality user interfaces. *ICIC Express Letters, Part B: Applications*, 13(5), 527–533. <https://doi.org/10.24507/icicelb.13.05.527>

- Surya, H. S., Millenio, B. G., Junadhi, J., & Putri, S. D. (2021). Evaluation of User Experience Information Systems Using Heuristic Evaluation (Case Study of STMIK Amik Riau Student Portal). *Jurnal Teknologi Dan Open Source*, 4(2), 180–188. <https://doi.org/10.36378/jtos.v4i2.1790>
- Syahidi, A. A., Subandi, S., & Mohamed, A. (2020). AUTOC-AR: A Car Design and Specification as a Work Safety Guide Based on Augmented Reality Technology. *Jurnal Pendidikan Teknologi Dan Kejuruan*, 26(1), 18–25. <https://doi.org/10.21831/jptk.v26i1.27907>
- Trismianto, D. P., Paryanto, P., Mesin, D. T., Teknik, F., & Diponegoro, U. (2024). Implementasi Augmented Reality untuk Pelatihan Operator Mesin Boiler TWA-WTV 300 / 10. 26(1), 1–14.
- Velu, S. R. (2023). Design Thinking Approach for Increasing Innovative Action in Universities: ICT's Mediating Effect. *Sustainability (Switzerland)*, 15(1). <https://doi.org/10.3390/su15010024>
- Veranita, M., Almamalik, L., & Ikhsan, S. (2022). Pemanfaatan Pemasaran Melalui Media Sosial oleh UMKM Di Era Pandemi. *Coopetition : Jurnal Ilmiah Manajemen*, 13(1), 89–96. <https://doi.org/10.32670/coopetition.v13i1.590>
- Warsito, A. B., Yusup, M., & Nugroho, W. (2023). Analisis Ruang Virtual Menggunakan Augmented Reality Untuk Meningkatkan Promosi Penjualan Bagi UMKM. *Journal Sensi*, 9(1), 102–113. <https://doi.org/10.33050/sensi.v9i1.2627>
- Whakidah, N., Asmiatun, S., & Putri, A. N. (2020). Development of a Road Condition Information System using Augmented Reality Technology on Smartphones. *International Journal of Engineering and Advanced Technology*, 10(2), 49–55. <https://doi.org/10.35940/ijeat.b2008.1210220>
- Yavas, G., Caliskan, K. E., & Cagli, M. S. (2021). Three-dimensional-printed marker-based augmented reality neuronavigation: a new neuronavigation technique. *Neurosurgical Focus*, 51(2), 1–10. <https://doi.org/10.3171/2021.5.FOCUS21206>
- Zainil Abidin, Daniel Arsa, & Yolla Noverina. (2024). Analisis Penerapan Metode User-Centered Design pada Augmented Reality (AR) dengan Marker Based Tracking. *Jurnal PROCESSOR*, 19(1), 112–121. <https://doi.org/10.33998/processor.2024.19.1.1640>

SEMARANG  
SEKOLAH PASCASARJANA