

## DAFTAR PUSTAKA

- [1] A. B. Naibaho, D. Anggraini, and B. A. Wardijono, "Pendahuluan Metode Penelitian Metode," *J. Ilm. KOMPUTASI*, vol. 21, no. 4, pp. 319–330, 2021.
- [2] Playstore, "Aplikasi WETV Playstore," google playstore.
- [3] "App Store," Apple App Store. [Online]. Available: <https://apps.apple.com/id/app/wetv-asian-local-drama/id1441531611?l=id>
- [4] "App Gallery," Huawei App Gallery. [Online]. Available: <https://appgallery.huawei.com/app/C101982151>
- [5] H. Safitri, D. P. Rakhmadani, and S. D. Alike, "Analisis Penerimaan Penggunaan Aplikasi WeTV di Pulau Jawa Menggunakan Metode Technology Acceptance Model (TAM)," *JURIKOM (Jurnal Ris. Komputer)*, vol. 9, no. 4, p. 996, Aug. 2022, doi: 10.30865/jurikom.v9i4.4557.
- [6] I. Rachmawati and R. Setyadi, "Evaluasi Usability Pada Sistem Website Absensi Menggunakan Metode SUS," *J. Inf. Syst. Res.*, vol. 4, no. 2, pp. 551–561, 2023, doi: 10.47065/josh.v4i2.2868.
- [7] R. A. Abdillah, S. Hadi Wijoyo, I. Sartika, and E. Maghfiroh, "Perancangan User Experience Aplikasi Mobile Pemesanan Tiket Pendakian Semeru menggunakan Metode Human-Centered Design," *J. Pengemb. Teknol. Inf. dan Ilmu Komput.*, vol. 6, no. 5, pp. 2236–2245, 2022.
- [8] N. Huda, F. Habrizons, A. Satriawan, M. Iranda, and T. Pramuda, "Analisis Usability Testing Menggunakan Metode SUS (System Usability Scale) Terhadap Kepuasan Pengguna Aplikasi Shopee," *Simkom*, vol. 8, no. 2, pp. 208–220, 2023, doi: 10.51717/simkom.v8i2.158.
- [9] A. Hinderks, M. Schrepp, and J. Thomaschewski, "A benchmark for the short version of the user experience questionnaire," *WEBIST 2018 - Proc. 14th Int. Conf. Web Inf. Syst. Technol.*, no. Webist, pp. 373–377, 2018, doi: 10.5220/0007188303730377.
- [10] Perancangan Antarmuka and Sistem Informasi, "3 1,2,3," vol. 5, no. 1, pp. 111–120, 2023.
- [11] N. R. Wiwesa, "User Interface dan User Experience Untuk Mengelola Kepuasan Pelanggan," *J. Sos. Hum. Terap.*, vol. 3, no. 2, pp. 17–31, 2021.
- [12] F. Saputra, N. Khaira, and R. Saputra, "Pengaruh User Interface dan Variasi Produk terhadap Minat Beli Konsumen (Studi Literature)," *J. Komun. dan Ilmu Sos.*, vol. 1, no.

- 1, pp. 18–25, 2023, doi: 10.38035/jkis.v1i1.115.
- [13] R. F. A. Aziza, “Analisa Usability Desain User Interface Pada Website Tokopedia Menggunakan Metode Heuristics Evaluation,” *J. Tekno Kompak*, vol. 13, no. 1, p. 7, 2019, doi: 10.33365/jtk.v13i1.265.
- [14] S. Prasetyaningsih and W. P. Ramadhani, “Analisa User Experience pada TFME Interactive Learning Media Menggunakan User Experience Questionnaire,” *J. Integr.*, vol. 13, no. 2, pp. 147–157, 2021, doi: 10.30871/ji.v13i2.3180.
- [15] L. Hardiansyah, K. Iskandar, and H. Harliana, “Perancangan User Experience Website Profil Dengan Metode The Five Planes,” *J. Ilm. Intech Inf. Technol. J. UMUS*, vol. 1, no. 01, pp. 11–21, 2019.
- [16] L. Amelia and D. Novita, “Analisis Usability Aplikasi Pengisian KRS Online STMIK XYZ Palembang Menggunakan Use Questionnaire,” *J. Inf. Dan Komput.*, vol. 7, no. 1, pp. 17–27, 2019.
- [17] A. Farisi and M. Wicaksana, “Analisis Kualitas Pengalaman Pengguna Sistem Pengelola Jurnal Menggunakan Metode User Experience Questionnaire,” *JATISI (Jurnal Tek. Inform. dan Sist. Informasi)*, vol. 9, no. 3, pp. 2016–2026, 2022, doi: 10.35957/jatisi.v9i3.3328.
- [18] A. Nurlifa, A. Maharani Dewi, and A. Haryoko, “Perancangan Ui/Ux Aplikasi Fishline Menggunakan Metode Design Thinking,” *JATI (Jurnal Mhs. Tek. Inform.)*, vol. 7, no. 6, pp. 3521–3529, 2024, doi: 10.36040/jati.v7i6.9016.
- [19] G. Permata Putra and M. N. Al Azam, “Analisis Usability Dan User Experience Pada Aplikasi Musea Ar Dengan Metode System Usability Scale Dan User Experience Questionnaire,” *JATI (Jurnal Mhs. Tek. Inform.)*, vol. 7, no. 3, pp. 2063–2070, 2023, doi: 10.36040/jati.v7i3.7043.
- [20] M. A. Kosim, S. R. Aji, and M. Darwis, “Penguujian Usability Aplikasi Pedulilindungi Dengan Metode System Usability Scale (Sus),” *J. Sist. Inf. dan Sains Teknol.*, vol. 4, no. 2, pp. 1–7, 2022, doi: 10.31326/sistek.v4i2.1326.
- [21] N. Tri *et al.*, “Analisis User Experience Pada Layanan Telekomunikasi Operator Seluler Menggunakan Metode System Usability Scale (SUS),” *Digit. Transform. Technol.*, vol. 3, no. 1, pp. 49–57, 2023.
- [22] D. Firmansyah and Dede, “Teknik Pengambilan Sampel Umum dalam Metodologi Penelitian: Literature Review,” *J. Ilm. Pendidik. Holistik*, vol. 1, no. 2, pp. 85–114, 2022, doi: 10.55927/jiph.v1i2.937.
- [23] Y. Septiani, E. Aribbe, and R. Diansyah, “ANALISIS KUALITAS LAYANAN

- SISTEM INFORMASI AKADEMIK UNIVERSITAS ABDURRAB TERHADAP KEPUASAN PENGGUNA MENGGUNAKAN METODE SEVQUAL (Studi Kasus : Mahasiswa Universitas Abdurrab Pekanbaru),” *J. Teknol. Dan Open Source*, vol. 3, no. 1, pp. 131–143, 2020, doi: 10.36378/jtos.v3i1.560.
- [24] A. D. Setiawan, A. Z. Yamani, and F. D. Winati, “Pengukuran Kepuasan Konsumen Menggunakan Customer Satisfaction Index (CSI) dan Importance Performance Analysis (IPA) (Studi Kasus UMKM Ahul Saleh),” *J. Teknol. dan Manaj. Ind. Terap.*, vol. 1, no. 4, pp. 286–295, 2022, doi: 10.55826/tmit.v1i4.62.
- [25] W. S. Jatiningrum, S. Khusna, R. Pertiwi, and M. I. Irianto, “Selection of Video on Demand Service Applications for Students Using TOPSIS Pemilihan Aplikasi Layanan Video on Demand bagi Mahasiswa Menggunakan TOPSIS,” *J. Optimasi Sist. Ind.*, vol. 14, no. 2, pp. 115–121, 2021.
- [26] V. Alviani, S. Alam, and I. Kurniawan, “Analisis Sentimen Review Aplikasi Wetv Pada Platform Twitter Menggunakan Support Vector Machine,” *STORAGE J. Ilm. Tek. dan Ilmu Komput.*, vol. 2, no. 3, pp. 143–149, 2023, doi: 10.55123/storage.v2i3.2351.
- [27] Nugroho and T. Panji, “Loyalitas Penggunaan Aplikasi Streaming Wetv Di,” vol. 4, no. 1, pp. 158–165, 2023.
- [28] V. Yoga, P. Ardhana, U. Qamarul, and H. Badaruddin, “Pengujian Usability Aplikasi Halodoc Menggunakan Metode System Usability Scale ( SUS ),” *J. Kesehat. Qamarul Huda*, vol. 9, pp. 132–136, 2021.

UNIVERSITAS  
MIKROSKIL