

DAFTAR ISI :

JUDUL DALAM PERTAMA	i
HALAMAN PERNYATAAN TIDAK MELAKUKAN PLAGIAT	ii
HALAMAN JUDUL KEDUA.....	iii
HALAMAN PERSEMBAHAN	iv
HALAMAN MOTTO	v
HALAMAN PERSETUJUAN PEMBIMBING	vi
HALAMAN PENGESAHAN PANITIA PENGUJI	vii
ABSTRAK	viii
ABSTRACT	ix
KATA PENGANTAR	x
DAFTAR ISI	xi
DAFTAR TABEL	xiv

BAB I PENDAHULUAN

I.1. Latar Belakang Masalah.....	I-1
I.2. Rumusan Masalah.....	I-8
I.3. Tujuan dan Manfaat Penelitian	I-9
I.3.1 Tujuan Penelitian	I-9
I.3.2 Manfaat Penelitian	I-9
I.4. Tinjauan Pustaka	I-10
I.4.1 Konsep Uji <i>Usability</i>	I-10
I.4.2 Manajemen Arsip Digital.....	I-15
I.4.4 Arsip Digital.....	I-18
I.4.4 <i>Cloud Computing</i>	I-19
I.5. Definisi Konseptual dan Operasional	I-21
I.5.1 Definisi Konseptual	I-21
I.5.2 Definisi Operasional	I-22
I.6. Metodologi Penelitian	I-25
I.6.1 Tipe Penelitian	I-25
I.6.2 Lokasi Penelitian.....	I-26
I.6.3 Populasi dan Sampel	I-26
I.6.4 Teknik Pengumpulan Data	I-28
I.7. Teknik Pengolahan dan Analisis Data	I-30
I.7.1 Teknik Pengolahan Data	I-30
I.7.2 Teknik Analisis Data.....	I-32

BAB II GAMBARAN UMUM LOKASI PENELITIAN

II.1 Profil PT. XYZ	II-1
II.2 Manajemen Informasi dan Data Perusahaan	II-4
II.2.1. Kebijakan Keterbukaan Informasi.....	II-6
II.2.2. Gambaran Umum Xcloud.....	II-8

BAB III ANALISIS DATA

III.1	Karakteristik Responden	III-1
III.1.1	Informasi Jenis Kelamin Responden	III-1
III.1.2	Jenjang Pendidikan Terakhir yang Ditempuh Responden.....	III-2
III.1.3	Pembelajaran Responden Tentang Cara Mengoperasikan Xcloud	III-3
III.1.4	Intensitas Responden dalam Tiga Hari Terakhir Mengakses Xcloud	III-4
III.1.5	Tujuan Responden Mengakses Xcloud	III-5
III.1.6	Jumlah File yang Pernah Diupload/download Responden.....	III-6
III.1.7	Jenis File yang Sering Dipindahkan (Upload/Download) Responden	III-7
III.2	Sepuluh Usability Heuristics untuk Xcloud.....	III-8
III.2.1	<i>Visibility Of System Status</i>	III-9
III.2.2	<i>Match Between System And The Real World</i>	III-12
III.2.3	<i>User Control and Freedom</i>	III-16
III.2.4	<i>Consistency and Standards</i>	III-21
III.2.5	<i>Error Prevention</i>	III-27
III.2.6	<i>Recognition Rather Than Recall</i>	III-32
III.2.7	<i>Flexibility and Efficiency Of Use</i>	III-36
III.2.8	<i>Aesthetic and Minimalist Design</i>	III-40
III.2.9	<i>Help Users Recognize, Diagnose, and Recover From Errors</i>	III-44
III.2.10	<i>Help and Documentation</i>	III-49
III.3	Analisis Sepuluh Usability Heuristics	III-53
III.3.1	<i>Visibility Of System Status</i>	III-53
III.3.2	<i>Match Between System And The Real World</i>	III-54
III.3.3	<i>User Control and Freedom</i>	III-55
III.3.4	<i>Consistency and Standards</i>	III-56
III.3.5	<i>Error Prevention</i>	III-58
III.3.6	<i>Recognition Rather Than Recall</i>	III-59
III.3.7	<i>Flexibility and Efficiency Of Use</i>	III-60
III.3.8	<i>Aesthetic and Minimalist Design</i>	III-62
III.3.9	<i>Help Users Recognize, Diagnose, and Recover From Errors</i>	III-63
III.3.10	<i>Help and Documentation</i>	III-65

BAB IV INTERPRETASI TEORITIK

IV.1	Evaluasi Heuristik Xcloud	IV-1
IV.1.1	<i>Visibility of System Status</i>	IV-3
IV.1.2	<i>Match Between System and the Real World</i>	IV-5
IV.1.3	<i>User Control and Freedom</i>	IV-7
IV.1.4	<i>Consistency and Standards</i>	IV-10
IV.1.5	<i>Error Prevention</i>	IV-11
IV.1.6	<i>Recognition Rather than Recall</i>	IV-13
IV.1.7	<i>Flexibility and Efficiency of Use</i>	IV-16

IV.1.8 <i>Aesthetic and Minimalist Design</i>	IV-18
IV.1.9 <i>Help User Recognize, Diagnose and Recover from Errors</i>	IV-20
IV.1.10 <i>Help and Documentation</i>	IV-23

BAB V PENUTUP

V.1 Kesimpulan	V-1
V.2 Saran	V-2
V.2.1 Saran untuk PT. XYZ.....	V-3
V.2.2 Saran untuk Organisasi atau Lembaga Pengelola Informasi.....	V-3

DAFTAR PUSTAKA

LAMPIRAN

