

## ABSTRACT

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Designing the UI/UX Design of the Gunadarma "UG Center" Student Attendance Application using the Design Thinking method

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(xii + 60 + Attachments)

The development of digital technology has changed the learning system in lectures using online methods, the student attendance system has also changed to adapt to the absence of learning methods on campus. Problems also arise regarding attendance which still carries out manual attendance activities, students also have to carry out manual attendance activities assisted by the lecturer for each subject in the class. Activities carried out manually take up more time for students and lecturers to study courses. This research aims to create a User Interface and User Experience design model to innovate in the form of mobile applications using the Design Thinking method. The Design Thinking method is applied through five main stages: empathize, define, ideate, prototype, and test. The empathize stage is carried out by collecting data through questionnaire surveys to understand user needs and problems. At the define stage, the main user problems are identified and used as a basis for formulating solutions. The ideate stage involves brainstorming various creative ideas for possible solutions. At the prototype stage, several UI/UX designs were created and implemented in the UG Center application. Finally, the test stage was carried out by testing the prototype that had been made on 26 respondents. Testing uses the maze.co application and Google Form to get feedback from users regarding the ease of use of the application. Feedback from respondents shows that this application is easy to use.

(Reference 2015-2023)