

ABSTRACT

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“UI/UX Design for German Language Learning in the Android-Based Vokabelwelt Application using the Design Thinking Method”

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(xi + 61 + Appendix)

The use of mobile technology in language learning is growing, including in the context of learning German. This writing discusses the design of the User Interface (UI) and User Experience (UX) in the Android-based Vokabelwelt application using the Design Thinking method approach.

The aim of this paper is to improve the quality of German language learning through optimizing the user interface and user experience of the application. The Design Thinking method is used as a framework in the UI/UX design process. Iterative steps from the four stages in Design Thinking, namely the four stages namely Empathy, Define, Ideate, and Prototype, are implemented to understand user needs, determine problems that must be solved, generate creative ideas, and develop application prototypes.

Test results using the System Usability Scale (SUS) show that the Vokabelwelt application with the UI/UX design implemented received a SUS value of 74.5. This score indicates that users give a positive assessment of the user experience and application interface because the design is easy to use and user-friendly.

Bibliography (2018 – 2023).