ABSTRACT

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DESIGN PROTOTYPE UI/UX RESERVATION RESERVATION APPLICATION WITH DESIGN THINKING METHOD

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Nowadays, there are not a few restaurants that stand in various areas. Most restaurants are located in big cities but there are some restaurants that are located in smaller cities. Many people use restaurants as a place of choice for holding events such as family meals, social gatherings, birthdays, etc. Because there are many restaurants that stand in several cities, if you want to hold an event, you must reserve a place in advance. Therefore, an application is needed to reserve a restaurant. This design process uses the Design Thinking method which is carried out in 5 stages, namely empathize, define, ideate, prototype, and testing. This Design Thinking method starts from problem analysis and problem solving to testing using the usability testing method to evaluate the UX (User Experience) of the design. The development of technology today makes all things do not escape from technology. Reserving a restaurant can be made easier by an app. That way, to help understand the use of restaurant reservation applications, it is necessary to design a UI/UX design prototype for a restaurant reservation application. The UI/UX design of a restaurant reservation application requires an attractive and interactive design.

Bibliography (2017-2021)