

## ABSTRAK

Maria Restiana Niku. *Perancangan UI/UX Aplikasi Mobile Media Informasi di SLB/C Bhakti Luhur Maumere Sebagai Upaya Meningkatkan Aksesibilitas Informasi Bagi Orang Tua Siswa. Tugas Akhir.* Program Studi Desain Komunikasi Visual, Institut Filsafat dan Teknologi Kreatif Ledalero. 2026.

SLB/C Bhakti Luhur Maumere belum memiliki platform digital resmi untuk menyebarkan informasi sekolah. Selama ini, informasi disampaikan melalui grup WhatsApp, buku penghubung, dan pemberitahuan lisan. Namun, terkadang pesan penting kerap tertimbun di grup, orang tua dengan keterbatasan kuota sering ketinggalan, dan informasi melalui perantara siswa tidak selalu tersampaikan dengan benar karena keterbatasan kemampuan anak.

Penelitian ini merancang *User Interface* (UI) dan *User Experience* (UX) aplikasi *mobile* sebagai media informasi sekolah, khususnya untuk orang tua siswa. Pendekatan yang digunakan adalah *Design Thinking* dengan lima tahap: *empathize, define, ideate, prototype, dan test*. Tiga tahap pertama dipakai untuk memahami kebutuhan nyata pengguna dan merumuskan solusi. Dua tahap terakhir menghasilkan prototipe interaktif yang kemudian diuji langsung oleh pengguna.

Pengujian *usability* dilakukan menggunakan *System Usability Scale* (SUS) terhadap 9 responden orang tua siswa. Skor rata-rata yang diperoleh adalah 85, yang masuk dalam kategori *Excellent* pada *Adjective Ratings*, *Grade Scale B*, dan *Acceptable* pada *Acceptability Range*. Ketiga skala ini merupakan bagian dari satu instrumen *SUS* dan menilai aspek berbeda dari tingkat penerimaan pengguna. Hasil ini menunjukkan bahwa rancangan aplikasi layak digunakan dan cukup intuitif bagi orang tua yang sebelumnya belum terbiasa dengan aplikasi khusus sekolah.

**Kata Kunci:** *aplikasi mobile, UI/UX, design thinking, usability testing, System usability scale (SUS).*

## **ABSTRACT**

Maria Restiana Niku. **UI/UX Design of a Mobile Information Application at SLB/C Bhakti Luhur Maumere as an Effort to Improve Information Accessibility for Students' Parents.** final project. Visual Communication Design Program, Ledalero Institute of Philosophy and Creative Technology. 2026.

SLB/C Bhakti Luhur Maumere does not yet have an official digital platform for disseminating school information. Until now, information has been conveyed through WhatsApp groups, liaison books, and verbal notifications. These methods are problematic: important messages are often buried in the group chats, parents with limited data allowances frequently miss updates, and information relayed through students is not always conveyed accurately due to the children's limited abilities.

This study designed the User Interface (UI) and User Experience (UX) of a mobile application as a school information medium, specifically for parents. The approach used was Design Thinking with five stages: empathize, define, ideate, prototype, and test. The first three stages were used to understand users' real needs and formulate solutions. The last two stages produced an interactive prototype that was then tested directly by users.

Usability testing was conducted using the System Usability Scale (SUS) on 9 parent respondents. The average score obtained was 85, which falls into the Excellent category on the Adjective Ratings, Grade Scale B, and Acceptable on the Acceptability Range. These three scales are part of a single SUS instrument and assess different aspects of user acceptance. These results indicate that the application design is suitable for use and sufficiently intuitive for parents who were previously unfamiliar with school-specific applications.

**Keywords: mobile application, UI/UX, design thinking, usability testing, System Usability Scale (SUS).**

