

NAWALA RARA YUNASTITI, 22.240.0054

**DESAIN UI/UX SISTEM PENILAIAN SISWA TIK AN-NAHL COPRAYAN
BERBASIS WEBSITE MENGGUNAKAN METODE *DESIGN THINKING*,**

dibawah bimbingan Bapak CHRISTIAN YULIANTO RUSLI, S.Kom., M.Kom.
dan Ibu NUR FADHILAH, SS.,M.Hum.

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ABSTRAK

Kemajuan teknologi digital telah mendorong digitalisasi di berbagai bidang, termasuk pendidikan anak usia dini. Namun, proses penilaian siswa di TK An-Nahl Coprayan masih dilakukan secara manual menggunakan buku rapor sehingga membutuhkan waktu yang relatif lama, rentan terhadap kesalahan, serta membatasi akses orang tua terhadap informasi perkembangan anak. Tujuan penelitian ini merancang User Interface (UI) dan User Experience (UX) untuk sistem evaluasi siswa berbasis situs website yang efisien, mudah digunakan, serta sesuai dengan kebutuhan guru dan orang tua. Metode yang digunakan adalah Design Thinking yang terdiri atas lima tahap, yaitu Empathize, Define, Ideate, Prototype, dan Test. Hasil penelitian berupa prototype sistem penilaian siswa berbasis website dengan fitur login, dashboard guru dan orang tua, data siswa, input penilaian, rekap nilai, absensi, catatan perkembangan, berita sekolah, kegiatan sekolah, dan profil pengguna. Pengujian usability menggunakan Modified Integrated Usability Score (MIUS) melalui Maze menghasilkan Maze Usability Assessment Score (MAUS) sebesar 80.99. Evaluasi menggunakan User Experience Questionnaire (UEQ) menunjukkan hasil positif pada aspek Pragmatic Quality dan Hedonic Quality. Hasil penelitian menunjukkan bahwa prototype dapat mendukung proses penilaian dan penyampaian informasi perkembangan siswa kepada orang tua. Namun, fitur absensi, rekap nilai, dan input nilai masih memerlukan penyempurnaan pada tata letak, navigasi, dan elemen interaksi untuk mengurangi potensi misclick. Prototype ini dapat dikembangkan menjadi sistem yang diimplementasikan di TK An Nahl Coprayan dengan penambahan fitur pendukung, seperti notifikasi real-time. Lebih banyak responden dapat disertakan dalam penelitian mendatang dan metode evaluasi UI/UX lainnya untuk memperoleh hasil yang lebih komprehensif.

Kata Kunci: UI/UX, *Design Thinking*, Sistem Penilaian Siswa, *Usability Testing*, *Website*

NAWALA RARA YUNASTITI, 22.240.0054

**UI/UX DESIGN OF WEBSITE-BASED STUDENT ASESMENT SYSTEM
AT TK AN-NAHL COPRAYAN USING THE DESIGN THINKING
METHOD**, supervised by Mr. CHRISTIAN YULIANTO RUSLI, S.Kom.,
M.Kom. and Mrs. NUR FADHILLAH, SS., M.Hum.

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ABSTRACT

Advancements in digital technology have driven digitalization across various sectors, including early childhood education. However, the student assessment process at TK An-Nahl Coprayan is still conducted manually using report books; this is time-consuming, prone to errors, and limits parental access to information regarding their child's development. This study aims to design the User Interface (UI) and User Experience (UX) for a website-based student evaluation system that is efficient, user-friendly, and aligned with the needs of teachers and parents. The Design Thinking method was employed, comprising five stages: Empathize, Define, Ideate, Prototype, and Test. The research resulted in a prototype for a website-based student assessment system featuring login capabilities, dashboards for teachers and parents, student data management, assessment input, grade summaries, attendance tracking, developmental notes, school news, school activities, and user profiles. Usability testing using the Modified Integrated Usability Score (MIUS) via the Maze platform yielded a Maze Usability Assessment Score (MAUS) of 80.99. Evaluation using the User Experience Questionnaire (UEQ) showed positive results regarding Pragmatic Quality and Hedonic Quality. The findings indicate that the prototype supports the assessment process and the communication of student development information to parents. However, the attendance, grade summary, and grade input features require further refinement regarding layout, navigation, and interactive elements to minimize the risk of accidental clicks (misclicks). This prototype could be developed into a fully implemented system at TK An-Nahl Coprayan with the addition of supporting features, such as real-time notifications. Future research could involve a larger number of respondents and additional UI/UX evaluation methods to achieve more comprehensive results.

Keywords: UI/UX, Design Thinking, Student Assessment System, Usability Testing, Website