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**PERANCANGAN UI/UX SISTEM INFORMASI PRAKTIK KERJA
LAPANGAN MENGGUNAKAN METODE *DESIGN THINKING* PADA
SMK TEXMACO PEMALANG**

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ABSTRAK

Pelaksanaan Praktik Kerja Lapangan (PKL) di SMK Texmaco Pemalang masih menghadapi berbagai kendala, seperti keterbatasan monitoring kegiatan siswa, pencatatan absensi dan jurnal yang belum terintegrasi, serta pengelolaan data penilaian yang belum terdokumentasi secara optimal. Penelitian ini bertujuan merancang tampilan antarmuka pengguna sistem informasi PKL yang mampu meningkatkan efektivitas pengelolaan data dan kemudahan penggunaan sistem. Metode yang digunakan adalah Design Thinking yang meliputi tahap Empathize, Define, Ideate, Prototype, dan Test. Evaluasi dilakukan menggunakan Maze Usability Metrics untuk mengukur usability dan User Experience Questionnaire (UEQ) untuk mengukur pengalaman pengguna. Hasil pengujian Maze menunjukkan nilai Maze Usability Score (MAUS) sebesar 95,97 yang menunjukkan tingkat usability sistem berada pada kategori sangat baik, sehingga pengguna mampu menyelesaikan tugas dengan efektif dan efisien. Sementara itu, hasil pengujian UEQ menunjukkan bahwa kualitas pragmatis masih berada pada kategori rendah dan kualitas hedonis berada pada kategori below average, sehingga pengalaman pengguna secara keseluruhan masih memerlukan peningkatan. Berdasarkan hasil tersebut, rancangan sistem informasi PKL yang dihasilkan telah mampu mendukung efektivitas pengelolaan PKL dan layak dijadikan dasar pengembangan sistem selanjutnya, dengan tetap melakukan penyempurnaan pada aspek kemudahan penggunaan dan konsistensi antarmuka guna meningkatkan kualitas pengalaman pengguna.

Kata Kunci: *Design Thinking, Sistem Informasi PKL, Maze, UEQ, User Experience.*

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UI/UX DESIGN OF A FIELD WORK PRACTICE INFORMATION SYSTEM USING THE *DESIGN THINKING* METHOD AT TEXMACO VOCATIONAL SCHOOL, PEMALANG

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ABSTRACT

The implementation of Field Work Practice (PKL) at SMK Texmaco Pemalang still faces various obstacles, such as limited monitoring of student activities, recording of absences and journals that have not been integrated, and management of assessment data that has not been optimally documented. This study aims to design a user interface for the PKL information system that can improve the effectiveness of data management and ease of use of the system. The method used is Design Thinking which includes the stages of Empathize, Define, Ideate, Prototype, and Test. Evaluation was carried out using Maze Usability Metrics to measure usability and User Experience Questionnaire (UEQ) to measure user experience. The results of the Maze test showed a Maze Usability Score (MAUS) of 95.97 which indicates that the level of system usability is in the very good category, so that users are able to complete tasks effectively and efficiently. Meanwhile, the results of the UEQ test showed that pragmatic quality is still in the low category and hedonic quality is in the below average category, so that the overall user experience still needs improvement. Based on these results, the resulting PKL information system design has been able to support the effectiveness of PKL management and is worthy of being used as a basis for further system development, while continuing to make improvements to the aspects of ease of use and interface consistency to improve the quality of the user experience.

Keywords: *Keywords: Design Thinking, PKL Information System, Usability, Maze, UEQ, User Experience.*