

RANCANG BANGUN APLIKASI UNTUK MENGIKUTI EVENT BERBASIS MOBILE MENGGUNAKAN METODE PROTOTYPING

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ABSTRACT

Smartphones are items that many teenagers have today. Smartphones always get significant developments from time to time. This can be seen by the number of teenagers who use smartphones. The positive thing about smartphones, of course, is that we can make it easier for us to do difficult jobs. In addition to having a positive impact, smartphones also have negative impacts such as disrupting the development of youth creativity which is owned by teenagers because they always play with smartphones so they don't focus on learning and reduce direct interaction with friends and family. From these problems, it can be concluded that an application is needed that can accommodate teenagers who want to sharpen their talents and interests by participating in events and jobs in the application. This application was built by applying the Prototyping Method which can assist teenagers in expressing their desire to get applications according to their needs and translate needs in the form of a model, namely Prototype. Evaluation of the prototype uses the SUS (System Usability Scale) questionnaire to measure usability aspects according to the user's subjective assessment. This proves that involving users in the design process will produce a product that meets user needs.

Keywords: Event, System Usability Scale, Prototyping Method