

ABSTRACT

In this modern era, the technology can be used to preserve the Makassar local language that are now in a state of potentially endangered languages, or language that are considered potentially endangered. One utilization of the technology is build a Makassar local language applications which can be used by residents of the city of Makassar, especially children primary school who are requiring to understand Makassar local language based on the learning curriculum in schools. To build learning apps, requires an understanding of the needs of users, especially in design of the user interface application. In this research, the design of the user interface Makassar local language learning apps done by using User Centered Design to make the user as the center of the application development process that had a role in the design phase, implementation, and evaluation. Based on evaluation results using the Heuristic Evaluation, obtained the user's understanding of the application's user interface design based on user class persona that is high user persona 93-100%, medium user persona 83-92% and low user persona 78-88%. From these values, it is known that the design of the user interface Makassar local language learning apps is in good category, which indicates that the design of the user interface applications has provided a good understanding to users and meet the needs of users, so it can serve as a recommendation user interface Makassar local language learning apps.

Keywords: *Makassar local language, primary school, user interface, user centered design, heuristic evaluation, prototype application.*