

## Abstract

The pattern of discussion in such group can be called as Collaborative Learning (CL). However this pattern has weakness that is the difficulty and the limited time of guidance through face-to-face meeting. Due to that problem, an application is needed to support the CL in order to ease the process of final project guidance. Based on the purpose, one of the main important factor to support the success of an application to reach the goals of users is User Interface (UI) that meets the usability element. Bad UI usually makes the application not running well because the UI is not suitable with the goal. Therefore, a goal analysis of users is needed because each user has his or her own goal in conducting the final project guidance.

Based on that background, UI analysis of final project guidance application is done which is one of the method that can be applied is through Goal-Directed Design (GDD). GDD is one of the methods to design UI focusing on goal of users in using certain application. The advantage of using this method is that this method can define the goals that is more detailed from users. There are six process stages in GDD method: research, modeling, requirement, framework, refinement and support. The usability testing uses the factor of Quality in Use Integrated Measurement (QUIM). This research resulted in the design of UI for application of final project guidance which is suitable with the goal of users and meets the usability element.

**Keywords** : final project guidance, collaborative learning, user interface, goal-directed design, usability, QUIM