

Perancangan *User Interface Game Angklung* dengan Metode *User Centered Design* (Studi Kasus Saung Angklung Udjo)

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Abstract

Angklung is a unique Indonesian culture that has been recognized by UNESCO since 2010. One of preservation of angklung culture, the Bandung city government has made Saung Angklung Udjo as place to preserve angklung. Along with the development of technology, angklung games for smartphones have been developed. In term of game, usability aspect is one of the important aspects that connected between users and games. Based on the usability evaluation that using the Quality in Use Integrated Measurement (QUIM) method applied to some applications and angklung games, the average test for all factors has not fulfilled the usability aspect, that caused problems in users experience when using the angklung game application. Therefore, it is necessary to design the user interface for the angklung game application so that it can be used in playing angklung. The method used for designing the user interface of angklung game application is a user centered design method that focuses on characteristics, tasks, environments of users. Based on the evaluation using QUIM Belajar bermain Angklung application is able to meet the requirements and abilities of users, this can be seen from the results of the lowest usability value is 86% which means it has met the usability aspect.

Keyword Angklung, Culture, Game, QUIM, User Interface, User Centered Design
