Aplikasi Pemesanan Makanan Berbasis Android Menggunakan Metode UCD (*User Centered Design*)

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Abstract

Ordering food is an activity that is definitely done by everyone to survive. With the advancement of technology and information researchers took the initiative to create an android mobile based application to simplify the food ordering process. Made an Android application that can at least cut down on consumer time in the process of purchasing transactions ranging from ordering food to payment. In addition, it is also hoped that the making of this application can advance the quality of the Palito Sang Restaurant The method used in making this application is the UCD (User Central Design) method by prioritizing the goals, needs and desires of users. Thus it can be produced applications that are easy to use by users and produce convenience in the system of buying and selling food at the Palito Restaurant. The QUIM Test Method, which is the evaluation phase of the application design, is expected to produce applications that are close to perfect according to user needs.

Keywords : Android, Applications, Restaurants, UCD (User Centered Design), QUIM.