

## **Abstract**

As one of the cultural heritage tourism area in the city of Bandung, Braga is known for its cultural heritage buildings. Changes in function to office buildings, hotels, to the building of restaurants and limited information caused the building not recognized. In fact, the building has historical information and valuable cultural values to be preserved. Seeing people's interest in cultural heritage buildings that are low, DISBUDPAR of Bandung City realizes the need for innovation in effectively promoting cultural heritage buildings to tourists, so that efforts in preserving these buildings can be fulfilled. Currently, mobile technology have broad functions especially in the needs of presenting information on tourism applications. This research will focus on building a User Interface on the prototype of cultural heritage tourism on Jalan Braga on the southern side by adjusting the goals of tourists. This study uses the Goal-Directed Design (GDD) method which is used for the construction of the User Interface so that information on cultural heritage buildings can be conveyed optimally to tourists. To find out user satisfaction with the product, usability testing needs to be done through the System Usability Scale (SUS), by measuring effectiveness, efficiency and satisfaction based on user views.

**Keywords:** Cultural Heritage Tourism, User Interface, Goal-Directed Design, SUS