

Abstract

Based on research, online learning is a form of learning that can be applied during a pandemic. To support the online learning process, a media that can facilitate it is needed. SANEDU is an application that develops an online learning feature called SAN Class as an online learning medium. Based on the results of interviews with SANEDU, the obstacles faced in developing the SAN Class feature are the unavailability of an interface design that is following the goals and needs of the teacher as a user. From these problems, in this study, the SAN Class feature interface design in the SANEDU application was carried out by the goals and needs of teachers using the Goal-Directed Design (GDD) method. The stages of the GDD process that was passed in this study were Research, Modeling, Requirements, Framework, Refinement, and Support. The results of usability testing using the System Usability Scale (SUS) obtained an average SUS score of 92.5 for moderated testing and 91 for unmoderated testing, which means that both of them are above the average score of the SUS test results. Thus it can be concluded that the interface design made is following the goals and needs of the teacher as a user.

Keywords: online learning, user interface, usability, goal-directed design, system usability scale.