

ABSTRACT

Education is very important for human survival and development. SHS (Senior High School) and VHS (Vocational High School) are secondary education levels that are carried out after graduating from Junior High School (JHS). SHS tends to learn theory than VHS because VHS has a larger portion of practice. Based on true story, students who continue at the college level are SHS graduates. However, many SHS graduate students who apply to college in the IT (Information Technology) major, where students will learn computer programming practices which should be VHS lesson. Currently, applications for SHS students to learn basic programming are mostly still paid. Developing Conlab, which is an online programming course for beginner website designed for high school users or equivalent, is expected to help high school students prepare themselves before college. Developing a website requires an interface design that can be accepted by users. Here is to find out how to make a design solution according to the needs and objectives of the user. In this study, an analysis and designing of the Conlab application interface will be carried out using the goal-directed design method, and an evaluation of prototype testing will be carried out using the usability tools Maze and SUS. The result of this research is a Conlab application design solution get a high result of MAUS with score 85 and a SUS score of 71.5 which is based on the SUS Acceptability rating it means that the prototype can be accepted by the user. It can be concluded that using the Goal-directed design method can designing a design solution based on the needs and goals with user-acceptable results.

Keywords: *user interface, goal-directed design, usability testing*