

ABSTRACT

DESIGN PROTOTYPE OF MOBILE APPLICATION FOR EDUCATIVE EVENT INFORMATION SEARCH

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Sometimes schools and colleges make demands on students to be active and productive in expanding their knowledge and developing themselves by participating in activities outside of academic learning. This can be obtained by participating in educational events such as seminars, workshops, or participating in competitions. Student Room as a media partner for event information publication makes it difficult for users to find event information, the provision of information about events on the website and social media is still not well organized and less effective, it is necessary to have another platform that can provide information on educational events that are organized and conveyed effectively . Therefore, the purpose of this design is to produce a mobile application prototype to search for educational event information that matches the interests, talents, and preferences of its users. Sources of data in the design of this mobile application come from sources of books, journals, statistical data, questionnaires, and interviews. The design of this mobile application prototype was created as a platform that will help the community, especially students and students, to more easily get information about clear and complete educational events. The prototype of this application was tested using the Maze Design usability tools which found the final score of 92 from the MIUS average calculation and could be categorized into a high usability level.

Keywords: Events, Mobile Applications, Educational, Information, Prototype