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Education can be achieved in various ways and even places to receive such education. One of them, tutoring outside of formal schools. The teacher is very important in the learning process to improve student achievement in learning[1]. In Indonesia, the welfare of teachers is still very low, especially honorary teachers. Based on these problems, the EduAlecta application helps teachers to increase income and have no difficulty in finding students to do tutoring outside of school hours. There are concerns about teachers about locations that are quite far from the teacher's home. The teacher user application itself, the teacher can choose a location close to the location of the teacher's home. Therefore, designing an application design that makes it easier for users is very important. Based on these problems, by using the Goal-Directed Design method which refers to the goal of making it easier for users to use the application. The task begins with research, modeling by creating a user persona and user flow based on the results of interviews and respondents' answers to online questionnaires. Furthermore, the requirements by creating scenario tasks, frameworks in the form of wireframes, and finally refinement, namely implementing wireframes to high-fidelity, testing prototypes, and analyzing test results.

User interface / user experience testing using usability testing conducted by 5 (five) participants. The results of usability testing are carried out to measure user success in working on tasks, task processing time, and participant speed levels in using the EduAlecta application prototype. Based on the results of testing the EduAlecta application prototype for teaching users that participants during the second test were able to complete the scenario task faster than the first test. Based on the efficiency of the first test of 64.42% and the second test of 79.21%, which means that the EduAlecta application for teaching users can be quickly used by users easily and efficiently.

Keywords: Goal-Directed Design, Mobile Application, User Interface, User Experience