

ABSTRACT

Given the importance of implementing technological advances in every sector, the application of interactive quizzes in language education can be a means that makes it easier for both quiz participants and quiz providers. This is because the absence of definite benchmarks in language education is a problem in itself. Therefore, this application can help users determine whether the user is ready to take the real certification exam. This method is carried out starting from collecting data requirements, adjusting standardized benchmarks, to periodic testing. The test plan that will be carried out is interface testing, data structure testing and questions, overall application testing, using figma as a design and pencil as mock up tools that help in making this application design.

Keywords: Figma,Pencil, Interactive Multimedia