

## **ABSTRACT**

The implementation of limited face-to-face learning can be done, one of which is learning that activates physical education at SDN 1 Selak Aik by watching YouTube and doing school assignments as distance learning. However, limited study time has an impact on students' understanding. So to help students understand knowledge, it is necessary to use learning media in the form of a learning companion application with attractive visuals to increase the focus of learning on students. This study tested the "Physical Education" application as a learning medium for early grade students at SDN 1 Selak Aik. The application found difficulties when students accessed the assigned tasks. The usability testing results using the System Usability Scale (SUS) measuring instrument resulted in a final score for expert users of 49 and beginner users of 29, based on a user score of less than 50. Hence, the application is not acceptable to the user. This study aims to assist students in learning physical education through an exciting and informative application using the User Centered Design method. (UCD) because the main focus is interested in referring to the needs and desires of users. They are testing the interface's usability in this study using the SUS measuring instrument. The final result of implementing the prototype in this study is that 9 out of 10 students have improved learning outcomes and focus. SUS scores for expert users are 91, and the score for beginner users is 80.5, so the application prototype's usability level is categorized as good and can be accepted by users.

Keyword : Physical Education, System Usability Scale (SUS), Usability, User Centered Design (UCD).