ABSTRACT*.*

This project discusses building website or mobile-based applications with different qualifications according to the needs of clients to be able to design an information system, or redesign the application they have. The purpose of making this final project is to design and evaluate an application prototype to make it easier the developer team in building an application either mobile-based or website-based in the form of a prototype design as an illustration and rules when building applications. Furthermore, prototype testing was carried out by testing it on several representative users. Testing is carried out to identify problems and get feedback about the user's impression of the proposed interface design and can help users find solutions in the form of an overview of the application to be used. In this project the method used is the UX lifecycle which consists of four processes, namely analysis, design, prototyping, and evaluation. In the process of making the design of the tools used, namely figma and for the testing process using a maze design.

Keywords: Website, Mobile, Design Interface, Ux lifecycle, Prototype