

Abstract

Digital Sundanese language learning is an effort to preserve and teach today's modern era. This research was carried out because Sundanese is threatened with extinction due to the small number of speakers and many young people who think the local language is old and outdated. The results of previous research on digital learning in Sundanese, which is somewhat less interactive, show that learning tends to be rote compared to practice, which makes the user untrained to practice communication using Sundanese. For this reason, an interaction model was created with the application of the Call and Response System method for two-way interaction learning, and the Design Thinking approach method was used to test user needs. The prototype was tested for usability to measure the success of the Call & Response System and user satisfaction using the System Usability Scale (SUS). From the results of usability testing, excellent results were obtained for the successful implementation of the Call & Response System with Task performance metric, with percentage success 95% for each task of the assessment. For user satisfaction using SUS, the score obtained in the good category, which can be accepted by users with an average of 82.5%. From the results of these tests, it can be said that the interaction design model designed by applying the Call & Response System method has been successful and accepted by users. The application of the Call & Response System method can also help and make it easier for users to learn Sundanese vocabulary and pronunciation by implementing a two-way interaction so that they are trained in communicating in Sundanese.

Keywords: *Interaction Design, Call and Response System, Bahasa Sunda, System Usability Scale, Design Thinking.*