

**Perancangan Antarmuka Aplikasi Pembelajaran
Pemodelan UML : Use Case Diagram Dengan Metode User Centered Design
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Abstract

Understanding of use case diagrams is still often ignored by students, understanding of use case diagrams is very important, especially when you want to make a good product you also need an understanding of use case diagrams, because use case diagrams serve as guidelines for developers as a reference when creating applications or a product. The lack of literature also causes that there are still many students who do not really understand what a use case diagram is. Therefore, a learning application about use case diagrams is needed. This research aims to help students understand what it is and how to make a good and correct use case diagram through an informative application. In order for an application or a product to be designed according to what is needed, researchers use the User Centered Design (UCD) method because this method focuses on the needs of application users or a product. And where later the application designed by researchers will be tested with a System Usability Scale (SUS) usability because this usability testing has been around since 1996 so it is guaranteed and consists of 10 questions that represent users whether the application is appropriate or not. Based on the evaluation using SUS, an average score of 87.5 was obtained, which means that the Use Case Diagram learning application is based on an excellent adjective website and gets a *grade scale B*. Therefore, the *acceptability ratings* obtained are *acceptable*.

Keywords: *use case diagram, user centered design, system usability scale.*
