ABSTRACT

Entrepreneurship education plays a crucial role in fostering entrepreneurial intentions among teenagers. Some high school students may not continue their studies to university, and often find themselves unemployed. Internet usage in Indonesia is rapidly increasing. The information system provides data to enhance learning efficiency in schools. In this digital era, entrepreneurship education in schools has an approach that is not suitable for the needs of entrepreneurial implementation, less attractive, and not yet a priority. From these issues, it is necessary to design an entrepreneurship education application to make entrepreneurship learning more interesting for students. This application was designed using gamification methods, which put game elements into the learning process with features such as material access, discussions, exams, and others. With this application, this application was expected to facilitate educators in the teaching process and increase students' interest in entrepreneurship learning. In this research, the development of entrepreneurship education application used the design thinking method, which consists of Empathize, Define, ideate, prototyping, and testing. The testing of the entrepreneurship education application used the SEQ method with a score of 6.36 and SUS with a score of 86.5, obtaining a grade of B (Good). Based on these results, the application design was acceptable to users.

Keywords-- *Design Thinking, Entrepreneurship education, User interface, User experience*