

***DESIGN E-LEARNING USER INTERFACE ON
MOBILE BASED EDSPERT.ID WITH KANSEI ENGINEERING
AND DESIGN THINKING METHODS***

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ABSTRACT

The development and advancement of technology at this time cause significant changes in various aspects of human life, including in teaching and learning activities that previously only utilized conventional learning systems. In this research, the author will propose a mobile-based interface design based on the appearance and features of Edspert. The proposed interface design is proposed because the Edspert learning platform does not yet provide a mobile application for online learning. The kansei engineering and design thinking methods are used to design the interface design in this research and use the usability test with the performance metrics measurement method to determine performance and the system usability scale (SUS) test to determine the level of user satisfaction. The purpose of designing the learning application interface in this research is to fulfill the user's needs by applying an emotional approach to the user's feelings and provide convenience to carry out learning activities easily and at an affordable cost. This research resulted in a design interface friendly concept that prioritizes needs and has a user-friendly impression.

Keywords : Interface, Kansei Engineering, Design Thinking, Performance Metrics, System Usability Scale.