# ABSTRACT

*This research aims to apply the design thinking method to improve the UI/UX design of the existing Xedu application, a mobile-based self-protection and case reporting training application for SMPN 03 Baleendah. The design thinking method is applied including the stages of user experience research, design of design improvements, and testing of the application with users. The implementation process started with understanding the existing problem and collecting ideas. The author used all stages of design thinking including testing. The UI/UX design of the Xedu application was done using figma tools, and testing was done using interviews and user satisfaction forms to evaluate the effectiveness of the applied UI/UX design improvements. The implementation results showed a significant increase in the number of user satisfaction ratings. Data from application testing results showed a good score. SUS test results showed results of 63,75 for the Xedu application and 66,25 for the Xedu Admin application. From the results of UI/UX design development testing on the Xedu and Xedu Admin application features, the results show that the design made is quite user-friendly. The conclusion of this research shows that the applied design thinking method is effective in increasing the visibility and ease of use of the Xedu application. However, the case reporting feature and the report follow-up process still need to be improved through further optimization. Suggestions include the need for improvements to the Xedu Admin application features to make it easier for administrators or guidance counselors to manage and enter the information needed in the Xedu application for students, to make designs on the features of practice questions and learning materials, and to make terms and conditions that apply to the case reporting page.*

*Keywords: Design Thinking, UI/UX, mobile application, figma*