

ABSTRACT

In Indonesia, the internet is widely available to facilitate digitization; nonetheless, many parents still find it difficult to obtain information regarding their children's activities, attendance, and academic standing. Specifically in the context of student affairs, this study seeks to enhance access to educational information at SMPN 1 Magetan by implementing a technology-based Education Management System (EMS). The User Interface and User Experience of the EMS are being redesigned in this study using the five-stage Design Thinking technique (Empathize, Define, Ideate, Prototype, Test). Although there is still room for development, test results show that instructors, parents, students, and administrative personnel are all in favor of the method. Students' test results indicated a direct success rate ranging from 66.7% to 100%, and they scored an average of 67.5 on the System Usability Scale (SUS) (category C). When parents were tested, the average SUS score was 66 (category D), whereas the average SUS scores for teachers and administrative personnel were 74.16 and 75, respectively (both category C). The varying Single Ease Question (SEQ) results show that some jobs are still difficult for users. It is anticipated that the deployment of this EMS will enhance parents involvement in their children's education and manage attendance, presence, and academic information at the school more effectively, accurately, and accessibly. By concentrating on the requirements and experiences of users and continuously iterating to reach optimal design, the Design Thinking method has been beneficial in solving the problem of educational information access.

Keywords: *Educational Digitalization, Design Thinking, User Interface, User Experience, Education Management System*