ABSTRACT

Learning is a dynamic process that seeks to transform behavior by acquiring useful knowledge, abilities, and moral principles from many sources. The use of media in education is becoming more and more crucial in the current digital era to raise the caliber of human resources. Education resource management, information sharing, and the use of technology to raise educational standards and transparency are all made possible by education management systems. A rapid change has occurred in digital education as we've moved from the COVID-19 pandemic to everyday life. But adaptability and access are problems that call for fresh approaches. As the number of internet users rises, digitalization of education is becoming more feasible because to better infrastructure and more technological literacy. This study examines the Design Thinking process used in the creation of the Education Management System (EMS) website at SMPN 1 Magetan. This design aims to enhance user experience and boost management efficiency, particularly in the academic module. Interviews were used to examine user demands at the outset of the research phase. Then, in order to develop a system design and identify the necessary functionality, user demands were examined. Beginning with low fidelity wireframes, the design step progresses to high resolution designs and prototypes. The application prototype was evaluated by users up until the evaluation phase using the Maze tool for usability testing. The results showed that each user received a single ease question (SEQ) score between 5.5 and 6.0 out of a possible maximum score of 7, and a final System Usability Score (SUS) with an average grade scale of B. Users can still classify this as fairly nice and user-friendly.

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