

ABSTRACT
**ANALYSIS AND DEVELOPMENT OF PRIMARY SCHOOL
STUDENT HEALTH E-REPORT PROTOTYPE USING THE
THINKING DESIGN METHOD**

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Education has become an important part of learning, especially about clean and healthy living behaviors. Healthy living habits start from the closest environment, namely home and school. This research focuses on the health of elementary school students with the aim of monitoring and uptodate observation of the health of elementary school students. Through the design thinking method, this research designs a prototype of the Student Health E-Report in storing digital student health data developed based on mobile applications. The limitation involves elementary school students, the report card version of the Ministry of Health 2018. The purpose of this research is to detect student health, and the need to store student data digitally. The benefits of research detect health and store data on health screening results. Through the use of design thinking methods, this research is expected to provide effective solutions in the health of elementary school students. Problems about the system that is still manual and health center officers and teachers who want a web design that is easy to use, has a friendly design that in the future will be made into an application, with the existing problems, a prototype design is made using the design thinking method which will be used to help realize an overview in the application. The initial stages carried out in Emphthize were interviews and observations. This stage involves direct interaction with users with interviews with the aim of obtaining information about problems that are occurring and entering it into an empathy map. The next stage is defining, carrying out analysis to understand the problems and needs needed from users then producing user personas which are then applied in The ideate stage is used to find new ideas to solve problems experienced by users and produce wireframes for mobile applications. The resulting wireframe is developed into a prototype according to user needs. The final stage carried out is carrying out usability testing which will later be carried out by the user using scenarios for the goals they want to achieve and the results will be in the form of efficient values. Testing using the User Acceptance Test method researchers produced 93.08% of the value of the appearance of the application, the application menu that is easy to understand and the convenience of application design.

Keywords : Education, Prototyping, Student, Design Thinking, usability Testing