

ABSTRACT

IMPLEMENTATION OF USER INTERFACE AND USER EXPERIENCE USING DESIGN THINKING METHOD ON THE WEBSITE OF PANGUDI LUHUR SANTO YOSEF HIGH SCHOOL SURAKARTA

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An aesthetically pleasing and well-organized interface can enhance user comfort when interacting with a website. This study focuses on redesigning the User Interface (UI) and User Experience (UX) of the SMA Pangudi Luhur Santo Yosef Surakarta website using the Design Thinking methodology. The goal of the research is to improve the website's usability and user experience. The process involves conducting interviews to understand user needs, analyzing data to define key problems, and developing solution ideas implemented in a design prototype. Evaluation was carried out using Heuristic Evaluation and the System Usability Scale (SUS). Initial results showed a SUS score of 80, indicating a "Low" level of usability. After improvements based on the evaluation, a re-test yielded a SUS score of 85, reflecting a "Good" usability level. This study demonstrates the effectiveness of Design Thinking in enhancing usability and user experience while contributing to the development of a more efficient and visually appealing website design.

Keywords: *Design Thinking, Heuristic Evaluation, System Usability Scale, UI/UX.*