

## ABSTRACT.

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*This research focuses on designing UI/UX design for warehouse management system, the design of this management system into a product for **PT Padjadjaran Informasi Teknologi**. With the background of warehouse management activity practices still experiencing operational problems. The use of dashboard applications and mobile apps allows digital based warehouse management to be effective. The main objective of this research is to create an interface (UI) that is user friendly and intuitive. The method used is Design Thinking to clarify the design process, Design Thinking includes stages namely Define, Ideate, Prototype, and Test. At the Define stage, a needs analysis is carried out. The Ideate stage produces a medium fidelity wireframe design concept into high fidelity. The Prototype and Test stages conduct testing and collect feedback from across divisions for improvement. The UI/UX design of this warehouse management system can make a positive contribution to companies that have warehouses and help warehouse workers manage and carry out warehouse activities better.*

**Keywords:** *Design Thinking, Warehouse, Mobile Apps, Dashboard, UI/UX*