

ABSTRAK

Kebijakan merdeka belajar yang diusungkan oleh Kementerian Pendidikan dan Kebudayaan telah memasuki episode keempat yaitu program organisasi penggerak (POP). Yayasan Sakata *Innovation Center* merupakan peserta POP yang menjalankan program pelatihan saung koding melalui *hybrid learning*, salah satunya penggunaan platform *learning management system* (LMS) Sakattaku. Berdasarkan hasil wawancara dengan guru dan kepala sekolah, diketahui bahwa 20 dari 45 responden (45%) mengatakan bahwa mereka mengalami kendala sehingga menyebabkan ketidaknyamanan dalam menggunakan LMS. Sementara dalam hal ini, peran *user interface* (UI) dan *user experience* (UX) sangatlah penting untuk menunjang fungsionalitas dan pengalaman pengguna. Tujuan penelitian ini adalah menganalisis dan merencanakan penerapan UI/UX LMS sakattaku.com serta melakukan pengujian dan rekomendasi perbaikan desain. Dengan mengutamakan UI dan UX, penelitian ini menggunakan kompatibilitas metode *Design Thinking* dan *Design Sprint*. Hasil akhir penelitian menunjukkan bahwa 9 dari 15 *expert user* dapat menyelesaikan pengujian sesuai tugas skenario yang diberikan. Pada *User Experience Questionnaire* (UEQ) menggunakan data sampel sebanyak 45 orang dan didapatkan kesan positif untuk semua aspek penilaian terutama pada aspek *perspicuity* yang sebelumnya memiliki predikat terendah yaitu *above average* menjadi *excellent* dan aspek kebaruan (*novelty*) yang sebelumnya memiliki nilai rata – rata terendah memperoleh nilai selisih positif tertinggi sebesar 75,6%.

Kata Kunci : *design sprint, design thinking, user experience, user interface.*

ABSTRACT

The independent learning policy promoted by the Ministry of Education and Culture has entered its fourth episode, namely the driving organization program (POP). The Sakata Innovation Center Foundation is a POP participant who runs a saung coding training program through hybrid learning, one of which is the use of the Sakattaku learning management system (LMS) platform. Based on the results of interviews with teachers and school principals, it is known that 20 out of 45 respondents (45%) said that they experienced problems causing discomfort in using the LMS. Meanwhile, in this case, the role of the user interface (UI) and user experience (UX) is very important to support functionality and user experience. The purpose of this study is to analyze and plan the implementation of the sakattaku.com LMS UI/UX as well as conduct testing and recommend design improvements. By prioritizing UI and UX, this study uses the compatibility of the Design Thinking and Design Sprint methods. The final results of the study show that 9 out of 15 expert users can complete the test according to the given scenario task. The User Experience Questionnaire (UEQ) used sample data of 45 people and obtained positive impressions for all aspects of the assessment, especially on the perspicuity aspect which previously had the lowest predicate, namely above average being excellent and the novelty aspect which previously had the lowest average score the highest positive difference value of 75.6%.

Keywords: design sprint, design thinking, user centered design, user experience, user interface.