ABSTRAK

Pengelolaan informasi akademik di SMK Kesehatan Bantul masih dilakukan secara semi-manual menggunakan Microsoft Excel, WhatsApp, dan Google Drive, sehingga data belum terintegrasi, sulit diakses kembali, dan kurang efisien bagi siswa, guru, maupun admin. Penelitian ini bertujuan untuk merancang *User Interface* (UI) dan *User Experience* (UX) Sistem Informasi Akademik (SIAKAD) berbasis web yang mencakup pengelolaan jadwal pelajaran, presensi, bahan pembelajaran dan tugas, nilai harian, ekstrakurikuler, serta informasi Praktik Kerja Lapangan (PKL) untuk tiga jenis pengguna, yaitu siswa, guru, dan admin. Penelitian menggunakan metode *Design Thinking* melalui lima tahapan, yaitu *empathize, define, ideate, prototype,* dan *test*. Pengujian *prototype* dilakukan menggunakan *platform* Maze untuk mengukur *learnability, efficiency, memorability,* dan *errors*, serta kuesioner *System Usability Scale* (SUS) untuk mengukur tingkat kegunaan sistem pada tiga portal pengguna. Hasil pengujian menunjukkan tingkat keberhasilan penyelesaian tugas (*success rate*) sebesar 98,89% pada portal siswa, 94% pada portal guru, dan 100% pada portal admin, dengan *error rate* yang tergolong rendah pada ketiga portal (0,18–0,44). Aspek *efficiency* yang diukur melalui *time-based efficiency* menunjukkan nilai sebesar 0,0345 *goals/sec* (±28,99 detik/tugas) pada portal siswa, 0,0561 *goals/sec* (±17,84 detik/tugas) pada portal guru, dan 0,0522 *goals/sec* (±19,17 detik/tugas) pada portal admin, yang berada pada kategori cepat hingga sangat cepat. Hasil pengujian SUS memperoleh skor 75 (kategori *Good*) pada portal siswa, 74,5 (kategori Good) pada portal guru, dan 82,5 (kategori *Excellent*) pada portal admin. Hasil tersebut menunjukkan bahwa rancangan UI/UX SIAKAD yang dihasilkan memiliki tingkat kegunaan yang baik dan dapat diterima oleh pengguna pada ketiga portal, sehingga mampu mendukung aktivitas akademik di SMK Kesehatan Bantul secara lebih terstruktur.

Kata Kunci: UI/UX, SIAKAD, *Design Thinking*, *Usability Testing*, *System Usability Scale, User Interface*, *User Experience*

ABSTRACT

Academic information management at SMK Kesehatan Bantul is still conducted semi-manually using Microsoft Excel, WhatsApp, and Google Drive, resulting in unintegrated data that is difficult to retrieve and inefficient for students, teachers, and administrators alike. This study aims to design the User Interface (UI) and User Experience (UX) of a web-based Academic Information System (SIAKAD) that covers the management of class schedules, attendance, learning materials and assignments, daily grades, extracurricular activities, and Fieldwork Practice (PKL) information for three types of users: students, teachers, and administrators. The research employs the Design Thinking method through five stages: empathize, define, ideate, prototype, and test. Prototype testing was conducted using the Maze platform to measure learnability, efficiency, memorability, and errors, along with a System Usability Scale (SUS) questionnaire to measure the system's usability level across the three user portals. The test results show task completion success rates of 98.89% for the student portal, 94% for the teacher portal, and 100% for the admin portal, with relatively low error rates across all three portals (0.18–0.44). The efficiency aspect, measured through time-based efficiency, yielded values of 0.0345 goals/sec (±28.99 seconds/task) for the student portal, 0.0561 goals/sec (±17.84 seconds/task) for the teacher portal, and 0.0522 goals/sec (±19.17 seconds/task) for the admin portal, which fall into the fast to very fast category. The SUS testing results obtained scores of 75 (Good category) for the student portal, 74.5 (Good category) for the teacher portal, and 82.5 (Excellent category) for the admin portal. These results indicate that the resulting SIAKAD UI/UX design has a good level of usability and is acceptable to users across all three portals, thereby enabling more structured support for academic activities at SMK Kesehatan Bantul.

Keywords: UI/UX, SIAKAD, *Design Thinking, Usability Testing, System Usability Scale, User Interface, User Experience*