

INTISARI

Sanggar Soebandi adalah salah satu tempat pelatihan taekwondo yang ada di Indonesia yaitu di Kota Purwokerto. Tepatnya di JL. Perintis Kemerdekaan No.16 Purwokerto. Dalam sanggar tersebut proses pengelolaan administrasi pelatihan taekwondo di Sanggar Soebandi masih dilakukan secara manual yaitu dengan cara calon anggota harus datang langsung ke tempat pelatihan terlebih dahulu dan mengurus pendaftaran yang tidak langsung selesai dalam satu hari sehingga harus bolak-balik ke tempat pelatihan sehingga kurang efektif dan efisien waktu untuk pendaftaran anggota dan menentukan penjadwalan. Tujuan dari penelitian ini adalah mendesain *UI/UX* pada aplikasi pendaftaran anggota dan penjadwalan taekwondo di Sanggar Soebandi Purwokerto berbasis *mobile*. Penelitian ini menggunakan metode *Design Thinking* sebagai pengembangan sistemnya. Hasil dari penelitian ini yaitu desain *UI/UX* pada aplikasi pendaftaran anggota dan penjadwalan taekwondo di Sanggar Soebandi Purwokerto berbasis *mobile*. Kemudian hasil pengujian dari aspek *learnability* sebesar 73% % dan aspek *memorability* sebesar 88 %. Total keseluruhan sebesar 76% yang menunjukkan bahwa hasil analisa data *usability test* berhasil dan baik dilihat dari Skala pengukuran *usability testing* bahwa Skala 66-85% mendapatkan kualifikasi baik dan hasil yaitu berhasil.

Kata Kunci : Desain, UI/UX, Pendaftaran Anggota, Design Thinking

ABSTRACT

Sanggar Soebandi is one of the taekwondo training places in Indonesia, namely in Purwokerto City. Precisely on JL. Independence Pioneer No. 16 Purwokerto. In this studio, the process of managing the administration of taekwondo training at Soebandi Studio is still done manually, namely by means of prospective members having to come directly to the training site first and take care of registration which is not immediately completed in one day so they have to go back and forth to the training site so that it is less effective and efficient time for member registration and determine the schedule. The purpose of this research is to design the UI/UX for the mobile-based member registration and taekwondo scheduling application at the Soebandi Purwokerto Studio. This study uses the Design Thinking method as the development of the system. The results of this study are the UI/UX design of the mobile-based member registration and taekwondo scheduling application at the Soebandi Purwokerto Studio. Then the test results from the learnability aspect are 73% and the memorability aspect is 88%. The overall total is 76% which indicates that the results of the usability test data analysis are successful and good. It can be seen from the usability testing measurement scale that the 66-85% scale gets good qualifications and the results are successful.

Keyword: Design, UI/UX, Member Registration, Design Thinking