

INTISARI

Badan Usaha Milik Desa (BUMDes) menjadi fokus pembangunan di berbagai daerah, termasuk Desa Melung di Kabupaten Banyumas. Desa Melung berhasil mengoptimalkan BUMDes Alam Lestari dengan efektif dalam peneloaan sumber daya dan potensi desa. Namun, pelayanan pengelolaan PAMSIMAS masih dilakukan secara manual, sehingga membutuhkan peningkatan untuk efisiensi dan akurasi. Penelitian ini bertujuan merancang User Interface pengguna Aplikasi PAMSIMAS Desa Melung menggunakan metode Design Thinking. Metode Design Thinking terdiri dari lima tahap yaitu empathize, define, ideate, prototype, dan test. Pada proses pengujian dilakukan menggunakan metode System Usability Scale (SUS) dengan 5 responden. Dengan pendekatan ini, penelitian memberikan desain antarmuka yang dapat memberi Solusi inovatif terhadap masalah pengelolaan PAMSIMAS, sesuai dengan kebutuhan dan harapan pengguna. Penelitian ini berhasil merancang antarmuka aplikasi pengelolaan PAMSIMAS menggunakan metode Design Thinking. pengujian dengan System Usability Scale (SUS) memberikan nilai 71,25 menunjukkan tingkat kegunaan yang baik. Kesimpulanya, desain User Interface aplikasi ini mudah digunakan. Sebagai saran, penelitian selanjutnya dapat dilakukan pengujian dengan menggunakan metode lain untuk membandingkan hasil mana yang lebih baik.

Kata kunci: Perancangan, Pengelolaan PAMSIMAS, User Interface, Design Thinking, System Usability Scale.

ABSTRACT

Village-owned enterprises (BUMDes) have become the focus of development in various regions, including Melung Village in Kabupaten Banyumas. Melung Village has successfully optimized BUMDes Alam Lestari to effectively manage village resources and potential. However, PAMSIMAS management services are still done manually, thus requiring improvement for efficiency and accuracy. This research aims to design a user interface for the PAMSIMAS application in Melung Village using the Design Thinking method. The Design Thinking method consists of five stages, namely empathize, define, ideate, prototype, and test. The testing process was carried out using the System Usability Scale (SUS) method with 5 respondents. With this approach, the research provides an interface design that can provide innovative solutions to PAMSIMAS management problems, in accordance with user needs and expectations. This research successfully designed the interface of the PAMSIMAS management application using the Design Thinking method. testing with the System Usability Scale (SUS) gave a score of 71,25, indicating a good level of usability. In conclusion, the User Interface design of this application is easy to use. As a suggestion, further research can be tested using other methods to compare which results are better.

Keywords: Design, PAMSIMAS Management, User Interface, Design Thinking, System Usability Scale.