

**PERANCANGAN MODUL DOSEN SISTEM INFORMASI
AKADEMIK UNIVERSITAS NEGERI JAKARTA BERBASIS
*USER EXPERIENCE***

SKRIPSI



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Gelar Sarjana

**PENDIDIKAN TEKNIK INFORMATIKA DAN KOMPUTER
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DESIGN OF LECTURER MODULES STATE UNIVERSITY OF JAKARTA ACADEMIC INFORMATION SYSTEM BASED ON USER EXPERIENCE

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ABSTRACT

State University Jakarta has developed an academic information system called SIAKAD UNJ. SIAKAD UNJ often makes improvements or additions of functions. The addition of functions does't apply the principles of development, so the structure of SIAKAD UNJ is not good. That condition make programmer difficult to next development process. In order for next development process will run well, needed a fundamental changes to SIAKAD UNJ. The change is expected to produce a better structure and good documentation of the SIAKAD UNJ. The fastest development process is in the User Interface (UI) to meet the needs of user characteristics, but SIAKAD UNJ has not paid attention to user characteristics. So, need the right choice, one of which is User Experience (UX). UX has various design methods. In this study, SIAKAD UNJ was designed using The Wheel method. The result design is a high fidelity prototype. The prototype will be tested with usability testing to measure the level of effectiveness, efficiency, and satisfaction. Satisfaction testing is using the User Experience Questionnaire (UEQ). The results of the test show the effectiveness value reaches 100%, efficiency values below 0.10 goals / sec for 1 task (task) and above 0.10 goals / sec for 12 tasks (task), and the level of satisfaction shows very good results.

Keywords : Academic Information Systems, User Interface, User Experience, The Wheel, Usability Testing.