

EVALUASI DAN PENGEMBANGAN ANTARMUKA PENGGUNA APLIKASI SIKAP BERBASIS PRINSIP UX DENGAN METODE *DESIGN SPRINT* DAN *LARAVEL FRAMEWORK*

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ABSTRAK

Sistem Informasi Kerja Praktik (SIKAP) merupakan aplikasi krusial dalam pengelolaan administrasi Kerja Praktik di Fakultas Teknik, namun masih menghadapi tantangan pada aspek pengalaman pengguna. Penelitian ini bertujuan mengevaluasi dan mengembangkan ulang antarmuka pengguna SIKAP berbasis prinsip *User Experience* (UX) dengan mengadopsi metode *Design Sprint* dalam perancangan solusi serta Laravel sebagai kerangka implementasi teknis. Pengumpulan data awal dilakukan melalui kuesioner daring kepada pengguna internal, observasi alur dan tampilan SIKAP v2.5, serta diskusi terarah singkat, yang mengungkap tiga isu utama, yaitu alur kerja dan umpan balik yang kurang jelas, antarmuka yang usang dan tidak konsisten, serta stabilitas interaksi sistem yang belum optimal. Perancangan solusi dilakukan melalui tahapan *Understand*, *Diverge*, *Decide*, dan *Prototype*, yang menghasilkan artefak berupa *user flow* target, *wireframe*, dan *prototype high-fidelity* dengan perbaikan seperti *dashboard* mahasiswa berorientasi progres dengan *progress tracker*, kartu panduan kontekstual pada modul utama, dan standardisasi visual status serta aksi. Rancangan tersebut kemudian diimplementasikan menjadi sistem fungsional menggunakan Laravel 12, Livewire, dan MySQL, dan dievaluasi secara sumatif menggunakan *System Usability Scale* (SUS) terhadap 30 responden mahasiswa. Hasil pengujian menunjukkan skor SUS rata-rata sebesar 79,67 yang berada pada kategori *Acceptable* dengan *grade A-* dan *adjective rating Good*, sehingga dapat disimpulkan bahwa penerapan *Design Sprint* berbasis prinsip UX mampu meningkatkan *usability* SIKAP dan menghasilkan alur kerja yang lebih jelas, efisien, dan lebih memuaskan bagi pengguna.

Kata kunci: Antarmuka Pengguna, *Design Sprint*, Laravel, *System Usability Scale*, UX

**EVALUATION AND DEVELOPMENT OF THE SIKAP APPLICATION
USER INTERFACE BASED ON UX PRINCIPLES USING THE DESIGN
SPRINT METHOD AND LARAVEL FRAMEWORK**

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ABSTRACT

The Kerja Praktik Information System (SIKAP) is a crucial application for managing internship-related academic administration in the Faculty of Engineering, yet it still faces several user experience challenges. This study aims to evaluate and redesign the SIKAP user interface based on User Experience (UX) principles by employing the Design Sprint method for solution design and Laravel as the technical implementation framework. Initial data were collected through an online questionnaire for internal users, observations of SIKAP v2.5 workflows and interface, and brief focused discussions, revealing three major issues: unclear workflows and feedback, an outdated and inconsistent interface, and suboptimal interaction stability. The solution was designed using the Understand, Diverge, Decide, and Prototype phases of Design Sprint, producing artefacts such as target user flows, wireframes, and a high-fidelity prototype that introduced improvements including a progress-oriented student dashboard with a progress tracker, contextual guidance cards on key modules, and standardized visual treatment for statuses and actions. The redesigned interface was then implemented as a functional system using Laravel 12, Livewire, and MySQL, and evaluated summatively using the System Usability Scale (SUS) with 30 student respondents. The results show an average SUS score of 79.67, which falls into the Acceptable category with an A-grade and a Good adjective rating, indicating that applying the Design Sprint method grounded in UX principles successfully improves the usability of SIKAP and leads to clearer, more efficient, and more satisfying user workflows.

Keywords: Design Sprint, Laravel, System Usability Scale, User Experience, User Interface