



UI/UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING METHOD DESIGN THINKING

TUGAS AKHIR

Diajukan Sebagai Salah Satu Syarat
untuk Memperoleh Gelar Sarjana Komputer pada
Program Studi Sistem Informasi

Oleh:

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FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SULTAN SYARIF KASIM RIAU
PEKANBARU

2024

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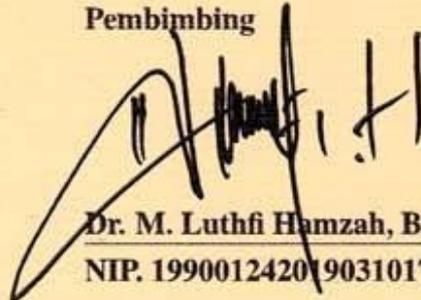
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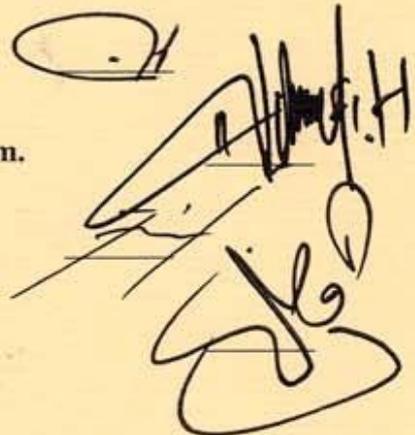
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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Dengan menyebut nama Allah yang maha pengasih lagi maha penyayang

Assalamu 'alaikum Warahmatullahi Wabarakatuh.

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berikan arahan serta nasihat dalam penyelesaian Tugas Akhir ini.

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UI / UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING DESIGN THINKING METHOD

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Abstract— Traveliv traveling application is an application-based platform engaged in tourism by becoming a user's travel companion to provide recommendations, information and help book accommodation around tourist attraction destinations. In addition, to increase user comfort, UI/UX is needed that is easy and comfortable to use. The method applied in this research is design thinking by focusing on designing user interfaces and user experience. There are several stages carried out in the application of the design thinking method, namely empathize, define, ideate, prototype, and testing. The result of this research is a prototype design that has tested the functionality of its features to users (users) with a total of 39 respondents by utilizing the System Usability Scale test and an application model with a score of 90 to determine the suitability of the prototype with the needs of the travel traveliv application. Based on the tests that have been carried out, the prototype design of the traveliv traveling application has been successfully carried out in accordance with the user's experience and needs.

Keywords— System Usability Scale (SUS), Design Thinking, User Interface, User Experience, Traveling.

I. INTRODUCTION

The development of digitalization in Indonesia, especially in the field of information technology, has had a huge impact today. One of them is the positive impact of the development of digitalization, namely the ease of receiving information via smartphones and computers, various applications, websites and the internet[1]. Information technology has influenced many different sectors, including services such as tours and travel. Even though information technology is needed today, travel agents' knowledge of its application is still limited[2]. With applications, business people can utilize information on the internet and also use it to support business activities such as reservations, sales, customer service and marketing in all areas of business[3]. Tourism is one of the industrial sectors that has an important role in supporting national economic growth[4]. Bank Indonesia (BI) stated that tourism is one of the sectors that helped boost the country's foreign exchange

growth[5]. This is because Indonesia is a country that has resources consisting of a diversity of natural and cultural resources that have their own charm for domestic and foreign tourists. However, now the tourism sector is experiencing a decline in domestic and foreign tourist visits. The Ministry of Tourism and Creative Economy (Kememparekraf) of the Republic of Indonesia stated that the number of foreign and domestic tourists in 2020 decreased by 75% or reached a decrease of 4.052 million people from the number of tourists in 2019.[6].

The tourism sector is slowly recovering based on data from the Central Bureau of Statistics where the number of foreign tourist visits to Indonesia in August 2022 reached 510.25 thousand visits or a significant increase of 28.73% compared to the conditions in August 2021.[7]. The following is based on the results of a questionnaire that has been given to respondents obtained from a pre-survey with 69 respondents, 71% or 49 respondents still book tour packages offline or directly, 59.4% or 41 respondents said offline booking is not easy, 87% or 60 respondents said booking tour packages using the application is easier than offline or directly. Furthermore, 42% or 29 respondents answered important, 37% or 26 respondents answered very important and 14.5% or 10 respondents answered quite important to use a simple and easy-to-use application, which is very important in booking tour packages, even though various table text styles have been provided.

The formatter needs to create these components, incorporating the following applicable criteria. The following is based on the results of a questionnaire that has been given to respondents obtained from a pre-survey with 69 respondents, 71% or 49 respondents still book tour packages offline or directly, 59.4% or 41 respondents said offline booking was not easy, 87% or 60 respondents said that booking tour packages using the application was easier than offline or directly. Furthermore, 42% or 29 respondents answered important, 37% or 26 respondents answered very important and 14.5% or 10 respondents answered quite

important using a simple and easy-to-use application is very important in booking tour packages. Furthermore, based on the results of observations and interviews with the community, travelers still experience many problems such as the lack of updated information about the destinations they are going to, experiencing difficulties in making reservations through social media such as Instagram and Facebook, difficulties in finding accommodation and car rental during travel. Based on the above problems, the researchers designed a travel application design, namely the traveliv application which provides tour packages, car rentals, payments, promo features, articles related to the tours to be visited. The application certainly facilitates services, because prospective customers can directly choose which tour packages to visit, rent a car while traveling and can also see articles from each destination. Payment transactions can also be made digitally on the traveliv travel application[8].

Designing the traveliv application's UI and UX using a design thinking approach. The design of the traveliv application requires user interface (UI) and user experience (UX) as the main components in the initial stage of creating an application interface design. This platform provides solutions in the effort to restore tourism in Indonesia which focuses on depersonalized tourism accommodation booking management with the experience that users want to get[9]. UI and UX design of traveliv application using design thinking approach. Design Thinking is a solution-based approach to solving problems by trying to understand the user, challenging assumptions, and redefining the problem at hand [10]. Empathize, define, ideate, prototype, and test are the stages of design thinking. Design thinking is very suitable to be applied in designing the UI and UX of the traveliv application because this approach focuses on creating solutions to problems that occur by gathering ideas based on user experience[11].

II. LITERATURE REVIEW

A. User Interface Design (UI)

UI is the first page users see when using the system and helps users to interact with the product interface for services. [12]. UI consists of visual design elements including colors and typography[13]. According to some researchers, user interface is one of the most influential aspects in providing a positive user experience. [14]. UI is the means by which the user directly engages with the device[15]. Making this interface complicated adversely affects this engagement[16]. Interface design plays a very important role in the relationship between the system and the user to obtain interface functions[17]. The usability of the system, contents, and services are also affected by the usability of the interface[18].

B. User Experience Design (UXD)

UXD is design thinking applied to achieve desired goals in terms of user experience[19]. User perception is generated from the user's experience in using the services of a system.[20]. UXD practices have become a critical success factor for software development companies[21]. UXD has also become an important part of all software development. [22].

C. Design Thinking

Design thinking a human-centered approach with innovations that refer to the designer to integrate as needed

[23]. The number of fields implementing Design Thinking has increased rapidly [24]. Many researchers have discussed how design thinking is used as a method to improve the user experience of an application[25]. Design Thinking is a supportive approach to many business challenges that must be addressed. [26]. Design thinking also manages a number of ideas and data to coalesce into a concrete solution[27]. Design thinking is not only a practice that evolves from making attractive products but also a place for innovative ideas as a way of thinking in solving problems[28]. Then go back to the users to make sure the solution fits their needs[29]. The main purpose of design thinking is to prototype, visualize, and incorporate ideas gathered from diverse stakeholders. [30]. Inspiration, ideation, and implementation are included in these stages of design thinking. [31].

D. Usability Testing

The System Usability Scale is a scale used for evaluating the usability of interface designs, prototypes and user experience[32]. Brooke developed System SUS, a reliable and cost-free psychometric tool used worldwide with high reliability validity to evaluate the end result of an application design[33]. Usability evaluation is basically for usability testing, usability investigation, and usability inspection[34].

Evaluate system information whether it meets user needs and can identify usability problems that should be avoided[35]. The SUS has 10 statements, each of which has a five-point scale that ranges from Strongly Disagree to Strongly Agree [36]. The success of the system can be measured through the user experience when interacting with the application display[37].

III. METHODOLOGY

Designing the traveliv traveling application using the Design Thinking. The following are the stages of the Design Thinking Method in building the traveliv application

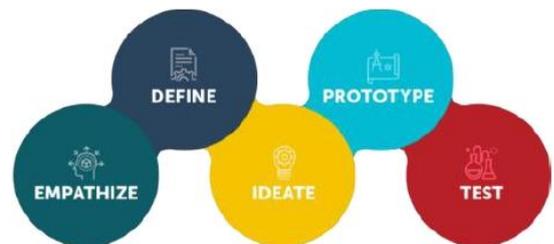


Fig. 1. Design Thinking Method

The above is a form of design thinking used for creative problem solving to develop new products, services and business models[38]. The rest of the steps are explained below

A. Empathize

In the phase, understanding the client's problem becomes natural by presenting the appropriate target group to the user. The goal is for them to know what they really need. At the data collection stage, researchers conducted interviews, observed the people involved in this research, and distributed questionnaires to the public to obtain information about tourist attractions.

B. Define

The final result of this phase must be achieved by paying attention to the customer, the closer and longer it takes to understand the customer's desires, the closer the goal is to offering a solution that meets his needs[39].

C. Ideate

In the idea generation process, it is important to identify what is relevant to the users involved in the development process and generate as many ideas as possible. In the ideate stage, it is important to identify what is relevant to the users involved in generating ideas[40].

D. Prototype

Prototyping from end-to-end stage is part of design thinking[41]. Prototypes don't have to be very detailed, it's just important that the prototype is at the beginning of the process. [42]. The prototype identifies the best answer to each problem differentiated during three initial phases [43]

E. Testing

Designers must know how the product is introduced to users, designers must know the product actually fits the established business goals, and identify areas that can be improved. Carried out to ensure whether the application meets the usage components by utilizing the SUS. The SUS framework is used for the reason that the test will flow the application in general.

IV. RESULT AND DISCUSSION

In this discussion, researchers will analyze the application design as well as implement and test the traveliv application design. In the analysis and design of the traveliv application design, the Design Thinking and SUS methods were used to carry out testing.

A. Empathize

As a result of the interviews, the following table summarizes some of the problems encountered in booking travel tour packages from various sources.

TABLE I. PROBLEMS DURING OBSERVATION

No	Problems	
	Customer	Traveliv
1	Customers have difficulty with accommodations such as cars when traveling	The absence of cooperation with tenants is one of the obstacles to accommodation
2	Ordering in person or meeting in person makes customers less interested	The absence of the traveliv application for booking tour packages is the reason why bookings still have to meet in person.
3.	Customers feel limited if they only see flyers or posters on social media and expect attractive promos	Traveliv can only post posters on social media because there is no application for booking tour packages and car rentals.
4.	Ordering via whatsapp or going to the office directly makes customers less interested, an application is needed so that they can order remotely.	Traveliv has wanted to make an application for a long time but it has not been realized due to limited human resources and others.

Data obtained from interviews based on a list of questions attached previously[44]. The results of the interview process obtained an overview of the needs of various sources. Furthermore, entering the second stage, namely the define process

B. Define

The problems obtained when conducting interviews will be characterized based on perceptions, encounters, and opinions in the previous stage

At this stage, numerical problems are assembled through **Pain Points**, **Affinity Mapping**, and **How-Might We**. The first step taken is to look for Pain Points from the data collection stage

Pain Point

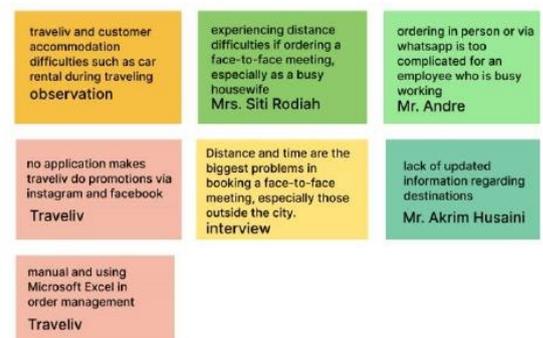


Fig. 2. Paint Points

After making Pain Points, the next task to do is to make an **Affinity Map**, grouping the problems that exist in one problem topic. Here is the **Affinity Map** of Booking tour packages.

Afinity Map

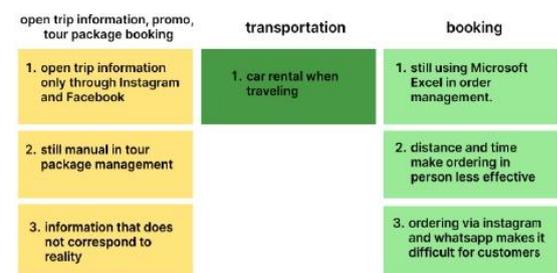


Fig. 3. Afinity Map

After making the Affinity Map, the next is making How-Might We which is obtained after making the Affinity Map. The following are the results of How-Might We on the traveliv application. In this phase, you will find solutions, understand user needs, and find ways to respond to those needs.

How-Might We



Fig. 4. How-Might We

C. Ideate

Some of the thoughts collected in the affinity map depend on the problem that has been described through the Affinity Map in the previous stage. This is the Affinity Map of the ideas that have been collected and summarized

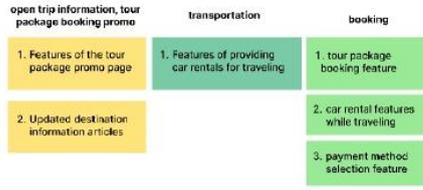


Fig. 5. Affinity Map of App Ideas

Next separates the problems based on the needs and requirements of the client and the application. Problems are isolated using a prioritization map.

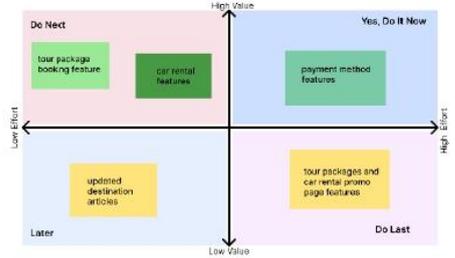


Fig. 6. Prioritization Map Define Application Problems

D. Prototype

After planning ideate and getting the expected solution to overcome the current problem, the next step is to execute it into a High Fidelity Prototype. Prototype design using Figma application.

a) Dashboard

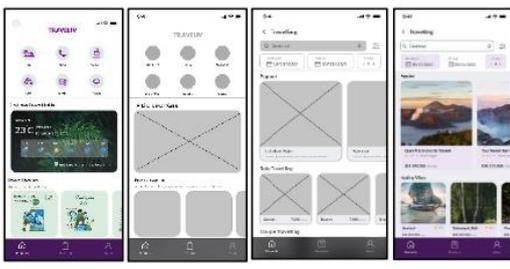


Fig. 7. Dashboard Page

The dashboard page displays all the features available in the main view of the traveliv platform.

b) Tour package booking page

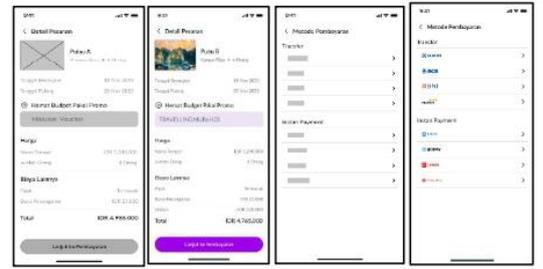


Fig. 8. Tour Package Booking Page

The Booking page starts on the traveliv dashboard by clicking the traveling icon the user will be directed to the traveliv application booking and transaction system with existing instructions.

c) Car rental page

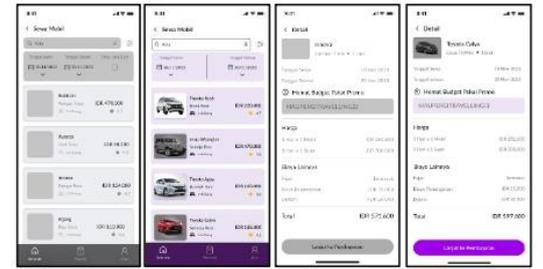


Fig. 9. Car Rental Page

The Rental page starts on the traveliv dashboard by clicking the car rental icon the user will be directed to the car rental system and traveliv application transactions with existing instructions.

E. Test

Based on the SUS weight which is divided into 5. The following is the weighted value of the respondent's answer:

TABLE II. SUS QUESTIONNAIRE RESPONDENTS

R	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
1	5	1	5	2	5	2	5	2	4	2
2	5	1	5	1	5	1	5	1	5	1
3	5	1	5	2	5	1	5	1	5	2
4	5	1	5	1	5	1	5	1	5	1
5	5	1	5	1	5	1	5	1	5	1
.....
35	5	1	5	2	5	2	4	1	5	2
36	5	1	5	2	5	1	5	1	5	1
37	5	1	5	2	5	1	5	1	5	1
38	4	1	5	2	5	2	5	1	5	2
39	5	1	5	2	5	1	5	1	5	1

2. Diarangi mengumumkan dan memperbanyak sebagian atau seluruh karya tulis ini dalam bentuk apapun tanpa izin UIN Suska Riau.

TABLE III. US QUESTIONNAIRE RESULTS

R	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10	Total	Score
1	4	4	4	3	4	3	4	3	3	3	35	87.5
2	4	4	4	4	4	4	4	4	4	4	40	100
3	4	4	4	3	4	4	4	4	4	3	38	95
4	4	4	4	4	4	4	4	4	4	4	40	100
5	4	4	4	4	4	4	4	4	4	4	40	100
...
35	4	4	4	3	4	3	3	4	4	3	36	90
36	4	4	4	3	4	4	4	4	4	4	39	97.5
37	4	4	4	3	4	4	4	4	4	4	39	97.5
38	3	4	4	3	4	3	4	4	4	3	36	90
39	4	4	4	3	4	4	4	4	4	4	39	97.5
Average Score												92

SUS score from the empathize stage to 39 respondents is 92 which is in the Acceptable category. The SUS score from the testing stage to 39 respondents is 92 which is in the Best Imaginable category. Acceptable a score between 68 and 84 indicates that the system is very reliable and easy to use, but has some weaknesses that need to be addressed. Best Imaginable a score of 85 or higher indicates that the system is very stable and very easy and effective to use with few or no major issues.

The SUS score of 92 in the empathize and test sections indicates that the system has reached a very reliable level. The acceptable part of the empathize stage means that the reliability of the system is relatively good, but there are some bugs that need to be fixed. The highest score on the test section is that the system is very reliable and very easy and effective to use. However, please note that the SUS score only reflects the reliability of the system and does not guarantee that the system will reach the reliability level. To improve the reliability of the system, further analysis and other improvements are needed.

V. CONCLUSION

The Traveling Application design has been completed and assessed effectively based on the UX configuration using the Design Thinking. Based on the results of testing using the SUS test with a score of 92. Then the Traveling Application Design "Traveliv" has been accepted by the user. However, please note that the SUS score only reflects the reliability of the system and does not guarantee that the system will reach the reliability level. To improve the reliability of the system, further analysis and other improvements are needed.

Based on the results of the inspection that has been carried out, the Traveling Application Design has been completed and assessed effectively based on the configuration of the user experience using the Design Thinking Method, it is only necessary to add a Rating Feature after using the platform, the Hotel Booking feature on the traveliv platform, the Airline Ticket Purchase feature if necessary.

And based on the results of testing using the System Usability Scale (SUS) test with a value of 92. Then the Traveling Application Design "Traveliv" has been accepted by the user. Recommendations This Traveling Application Design "Traveliv" can be developed (developing) into a complete application by the Dutormation team and Traveliv Investors can be used by the general public.

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The 4th International Conference on Emerging Smart Technologies and Applications (eSmarTA-2024)

6 - 7
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2024

Hybrid Conference
(On-site and Virtual)

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Reviews

Review 1	
Originality	5: (excellent)
Relevance of the Topic to the conference	5: (excellent)
Language Quality	5: (excellent)
Research Problem	4: (good)
Abstract, Introduction	4: (good)
Organization of the manuscript	5: (excellent)
Methodology	4: (good)
Clarity in writing, Tables, Figures	4: (good)
Citations and references to other works	4: (good) Author must add recent references from 2023 and 2024.
Findings	5: (excellent) 2: (accept) Here are the limitations of this paper that could be addressed for enhancement before publishing in the conference:
Overall evaluation and decision	Prototype Testing: The study tests a prototype design; further development and testing of a fully functional application would be beneficial. Market Analysis: A deeper market analysis considering various demographics and user behaviors could enhance the application's relevance and user adoption.

ka

Review 2	
Originality	4: (good) The proposed work offers a valuable application in the tourism sector, which is highly relevant given the increasing reliance on digital solutions. Design thinking, specifically for UI/UX design in travel applications, is a notable approach, although similar methodologies have been applied in other sectors.
Relevance of the Topic to the conference	4: (good)
Language Quality	4: (good) Good
Research Problem	4: (good) The research problem is well-defined. It addresses the need for effective UI/UX in travel applications to improve user experience and streamline travel-related services. The paper justifies the problem with relevant data and statistics.
Abstract, Introduction	4: (good) The abstract effectively summarizes the purpose, methodology, and findings of the research. It clearly states the application of the design thinking method and the results obtained from usability testing. The introduction provides a comprehensive background on the importance of digitalization in tourism, the challenges faced by travel agents, and the potential of applications to enhance the user experience.
Organization of the manuscript	4: (good) The manuscript is well-organized, following a logical structure with clear sections and sub-sections. Each part of the paper builds on the previous one, making it easy to follow the research process.
Methodology	4: (good) The methodology is robust and well-structured, following the design thinking process stages: empathize, define, ideate, prototype, and test. Each stage is clearly explained with appropriate methods for data collection and analysis. The use of the System Usability Scale (SUS) for testing is appropriate and well-executed.

el

Clarity in writing, Tables, Figures	3: (fair) While the paper is generally well-written, there are issues with the presentation of tables and figures. Many figures and tables are not mentioned or integrated into the text, which affects the clarity and coherence of the manuscript. Additionally, some figures have poor image quality, making them unclear and difficult to interpret.
Citations and references to other works	4: (good) The paper makes good use of references.
Findings	3: (fair) The findings are clearly presented, with detailed results from the SUS testing indicating high user satisfaction. The paper provides useful insights into the usability of the designed application. However, it lacks a thorough discussion of the implications, limitations, and broader context of the findings. The authors should compare their results with existing literature and discuss the significance of their contributions more extensively.
Overall evaluation and decision	1: (weak accept) The paper presents a well-executed study on the design and usability testing of a travel application using the design thinking method. However, the results section needs significant enhancement. It currently only presents the results without providing a thorough analysis or interpretation. A deeper discussion comparing the findings with existing literature and exploring broader implications and limitations is essential.

tan Syarif Kasim I



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SURAT SELESAI PENELITIAN

TRAVELIV

Travel Indonesia Vacation

PT. Bentala Asri Perkasa

Telp; 08117607124 | email: traveliv.id@gmail.com

Jl. Baru, Jl. Arifin Ahmad No. 67 Pekanbaru, Riau



Pekanbaru, 1 Juli 2024

Nomor : 421/450/PKM.MNJ/2024

Kepada

Perihal : Surat Keterangan Penelitian

Yth. Dekan Fakultas Sains dan Teknologi

UIN Suska Riau

di

Tempat

Yang bertanda tangan dibawah ini Direktur Utama Travel Indonesia Vacation menerangkan bahwa :

Nama : Dedi Purnomo

Jurusan : Sistem Informasi

NIM : 12050312609

Alamat : Gg. Bayu 1, Jalan Merpati Sakti, Kec. Tampan, Kota Pekanbaru

Bahwa yang bersangkutan telah selesai melaksanakan Penelitian di Travel Indonesia Vacation di Pekanbaru. Selama Pelaksanaan Penelitian mulai dari Januari- Juni 2024 yang bersangkutan melaksanakan Penelitian dengan baik, sangat memperhatikan peraturan yang kami terapkan dan setelah selesai, Ybs. Masih menjalin hubungan baik dengan pihak Traveliv tanpa ada masalah yang tidak terselesaikan.

Selain itu sesuai persyaratan yang telah ditetapkan bahwa ybs wajib menyerahkan hasil laporan penelitian sebagai bahan perpustakaan di Traveliv

Demikian surat keterangan ini dibuat untuk diketahui dan dipergunakan seperlunya.

Direktur Utama

Kariza Awal Mahendra, ST

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LAMPIRAN D

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kepada saya ▾

Terjemahkan ke Indonesia ×

Dear Dedi Purnomo, Muhammad Luthfi Hamzah, Rice Novita, Muhammad Afdal,

We received your submission to The 4th International Conference on Emerging Smart Technologies and Applications (eSmarTA-2024):

Paper Id : 128
 Authors : Dedi Purnomo, Muhammad Luthfi Hamzah, Rice Novita, Muhammad Afdal
 Title : UI / UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING DESIGN THINKING METHOD

The paper was submitted by Dedi Purnomo.

You can access it via the eSmarTA-2024 EasyChair Web page:

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Thank you for submitting to eSmarTA-2024.



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LAMPIRAN E

BUKTI ACCEPTED DAN EDITOR DECISION

eSmarTA-2024 review response (submission 128) Eksternal Kotak Masuk x

eSmarTA-2024 <esmar2024@easychair.org>
kepada saya ▾

Jum, 31 Mei, 07.53



Terjemahkan ke Indonesia



Dear Dedi Purnomo, Muhammad Luthfi Hamzah, Rice Novita and Muhammad Afdal

We are glad to inform you that your paper:

submission number: 128

submission title: UI / UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING DESIGN THINKING METHOD

has been accepted (with Revision Required) by the Technical Committee of the 4th International Conference of Smart Technology and Applications (eSmarTA-2024) to be orally presented at the conference. Congratulations!

Kindly follow the below guidelines carefully in order to include your paper in the conference proceedings that will be submitted at IEEE Xplore:

1. Please, use the IEEE templates (MS Word) to create your camera-ready paper. These templates can be downloaded from the following website:
http://www.ieee.org/conferences_events/conferences/publishing/templates.html

REVIEW 1

SUBMISSION: 128

TITLE: UI / UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING DESIGN THINKING METHOD

AUTHORS: Dedi Purnomo, Muhammad Luthfi Hamzah, Rice Novita and Muhammad Afdal

----- Originality -----

SCORE: 5 (excellent)

----- Relevance of the Topic to the conference -----

SCORE: 5 (excellent)

----- Language Quality -----

SCORE: 5 (excellent)

----- Research Problem -----

SCORE: 4 (good)

----- Abstract, Introduction -----

SCORE: 4 (good)

----- Organization of the manuscript -----

SCORE: 5 (excellent)

----- Methodology -----

SCORE: 4 (good)

----- Clarity in writing, Tables, Figures -----

SCORE: 4 (good)

----- Citations and references to other works -----

SCORE: 4 (good)

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----- REVIEW 2 -----

SUBMISSION: 128

TITLE: UI / UX DESIGN OF TRAVELING APPLICATION "TRAVELIV" USING DESIGN THINKING METHOD

AUTHORS: Dedi Purnomo, Muhammad Luthfi Hamzah, Rice Novita and Muhammad Afdal

----- Originality -----

SCORE: 4 (good)

----- TEXT:

The proposed work offers a valuable application in the tourism sector, which is highly relevant given the increasing reliance on digital solutions. Design thinking, specifically for UI/UX design in travel applications, is a notable approach, although similar methodologies have been applied in other sectors.

----- Relevance of the Topic to the conference -----

SCORE: 4 (good)

----- Language Quality -----

SCORE: 4 (good)

----- TEXT:

Good

----- Research Problem -----

SCORE: 4 (good)

----- TEXT:

The research problem is well-defined. It addresses the need for effective UI/UX in travel applications to improve user experience and streamline travel-related services. The paper justifies the problem with relevant data and statistics.

----- Abstract, Introduction -----

SCORE: 4 (good)



UIN SUSKA RIAU



DAFTAR RIWAYAT HIDUP



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State Islamic University of Sultan Syarif Kasim I

Dedi Purnomo dilahirkan di Kec. Tapung, Kabupaten Kampar, pada tanggal 10 September 2001. Peneliti merupakan anak ketiga dari Ayahanda Riadi dan Ibunda Kasni. Pendidikan yang ditempuh peneliti dimulai dari Taman Kanak-Kanak (TK) di TK Kijang Rejo selesai pada tahun 2007-2008, melanjutkan Pendidikan dasar di SDN O34 Kijang Rejo pada tahun 2008-2014, dilanjutkan Pendidikan menengah pertama di Madrasah Tsanawiyah Nurul Jadid, Kec. Tapung pada tahun 2014-2017, kemudian melanjutkan menengah kejuruan di SMK Negeri 1 Pekanbaru pada tahun 2017-2020 dengan jurusan Teknik Komputer dan Jaringan (TKJ). Kemudian pada tahun 2020 melanjutkan Pendidikan Strata Satu (S1) dengan mengambil Program Studi Sistem Informasi di Universitas Islam Negeri Sultan Syarif Kasim Riau yang terletak di Kota Pekanbaru. Selama menempuh masa perkuliahan, peneliti bergabung dalam Dewan Eksekutif Mahasiswa Fakultas Sains dan Teknologi (DEMA FST) periode 2022-2023. Peneliti juga aktif didalam kegiatan kulikuler yang ada di Program Studi Sistem Informasi. Terkait dengan pertanyaan kepada peneliti tentang penelitian yang dikerjakan ataupun hal lainnya dapat menghubungi kontak melalui email purnomodedi050@gmail.com untuk menjalin komunikasi yang lebih baik

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