ABSTRAK

Website Registrasi Kuliah Kerja Nyata (KKN) Universitas Diponegoro memiliki tingkat penggunaan dan jumlah pengguna website yang cukup tinggi, maka prinsip usability harus diperhatikan dalam perancangan website tersebut. Untuk mengetahui tingkat usability website, dilakukan usability testing untuk variabel effectiveness, efficiency, dan satisfaction. Dari hasil usability testing awal pada website, diketahui bahwa nilai setiap variabel belum tercapai, yaitu effectiveness 70%, efficiency 48,32%, serta satisfaction 3,20 (System Quality), 3,77 (Information Quality), 3,60 (Interface Quality), dan 3,20 (Overall). Selain itu, ditemukan permasalahan discoverability navigation link pada website, permasalahan consistency fungsi button pada website, permasalahan content complexity pada Form Pendaftaran, penggunaan file PDF untuk menampilkan informasi yang menurut user cukup menghabiskan waktu, dan informasi yang tersedia pada website kurang lengkap. Berdasarkan permasalahan tersebut, maka perlu dilakukan perbaikan dengan merancang user-interface website menggunakan metode Goal-Directed Design. Dari hasil usability testing pada website setelah perbaikan, diketahui bahwa nilai setiap variabel sudah mencapai ambang batas, yaitu effectiveness 92%, variabel efficiency 95,65%, serta variabel satisfaction 2,63 (System Quality), 2,67 (Information Quality), 2,33 (Interface Quality), dan 2,40 (Overall), sehingga dapat disimpulkan bahwa usability website Registrasi Kuliah Kerja Nyata (KKN) Universitas Diponegoro setelah perbaikan sudah tercapai.

Kata kunci*: usability; user interface; goal-directed design; usability testing*

ABSTRACT

[User-Interface Design and Analysis of Registrasi Kuliah Kerja Nyata (KKN) Universitas Diponegoro Website using Goal-Directed Design Method] *Registrasi Kuliah Kerja Nyata (KKN) Universitas Diponegoro website has a fairly high level of usage and number of users, so the usability principle must be considered in designing the website. To find out the usability level of the website, usability testing is carried out for effectiveness, efficiency, and satisfaction attribute. From the results of the initial usability testing on the website, it is known that the value of each attribute is below the recommended value, which is 70% for effectiveness, 48.32% for efficiency, and 3,20 (System Quality), 3,77 (Information Quality), 3,60 (Interface Quality), 3,20 (Overall) for satisfaction. In addition, there were problems with the navigation links' discoverability, the function inconsistency of buttons on the website, content complexity problem, PDF files to display information that was considered time-consuming, and the lack of information provided in the website. Based on these problems, it is necessary to make improvements by designing a website user interface using the Goal-Directed Design method. From the results of usability testing on the website, it is known that the value of each attribute has reached the recommended value, which are 92% for effectiveness, 95.65% for efficiency, and 2,63 (System Quality), 2,67 (Information Quality), 2,33 (Interface Quality), 2,40 (Overall) for satisfaction, so it can be concluded that the usability of the website has been achieved.*

Keywords*: usability; user interface; goal-directed design; usability testing*