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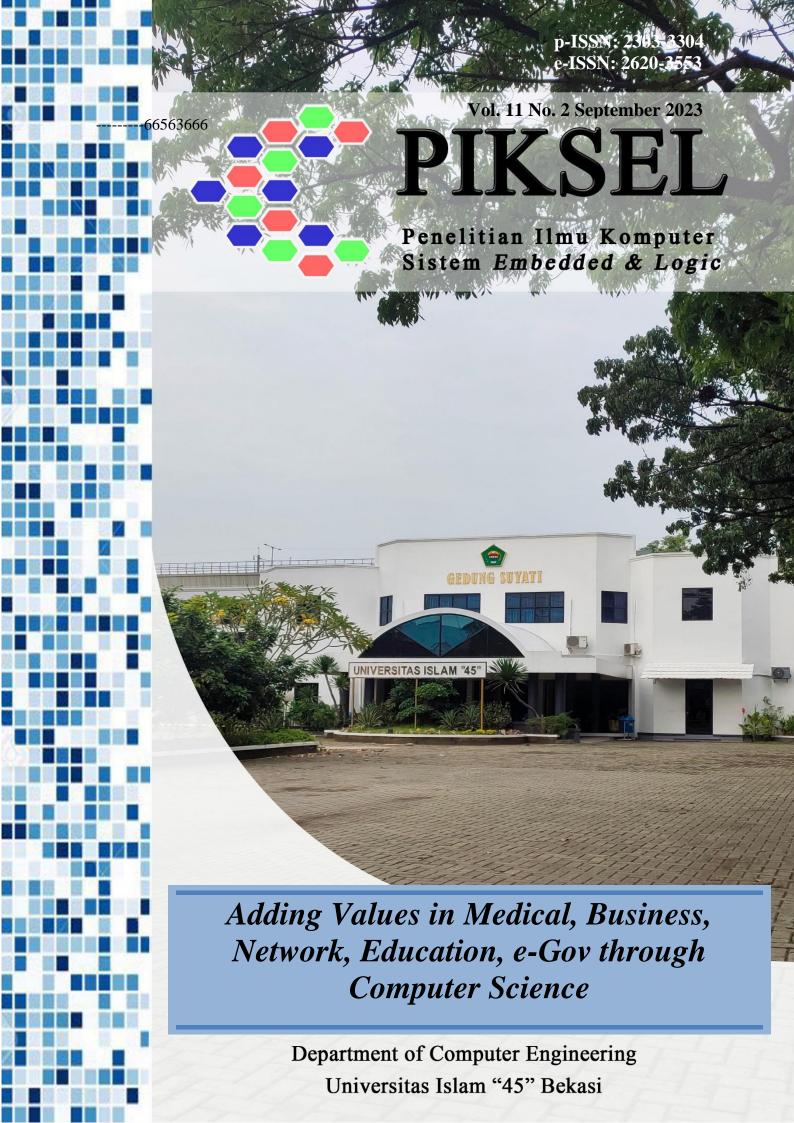
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Vol. 11 No. 2 September 2023

# PIKSEL

Penelitian Ilmu Komputer Sistem Embedded & Logic

Enhancing UI/UX of The Smart Village System Website Using User-Centered Design Methods Governance of Online Electronic Patient Medical Records Distribution Expanding Promotion and Marketing of Village Products Through Smart Village System Decision Support System for Addressing Demotivated Students: A Comparative Analysis of SAW and TOPSIS Methods Application of Holographic Technology in Education Load Balancing on Mikrotik at Karang Jaya Health Center Using NTH Method Wireless Network Bandwidth Quality Measurement Using QoS Standard Tiphon Design Thinking's Role in Enhancing User Experience on Fashion Campus with Attractive UI/UX Design Web-Based Document Workflow Management Information System Emny Harna Yossy, Yohan Aris Darmawan 309-322 Container Infrastructure on Laravel to Improve Online Shop Sucianna Ghadati Rabiha, Achmad Fadhitya Muharram, Fahmi Anwar Kusuma, Hendrawan Sulistya, Enhancing Permit Status Checking for the Integrated Public Service Information and Reporting System **Application** Dwi Listriana Kusumastuti, Farhan Mubarak, Rehan Choirul Rohily, Sahtia Murti, Yulius Denny Prabowo, Emny Harna Yossy 335-348

Adding Values in Medical, Business, Network, Education, e-Gov through Computer Science

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Vol. 11 No. 2 September 2023

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Vol. 11 No. 2 September 2023



PIKSEL status is accredited by the Directorate General of Research Strengthening and Development No. 225/E/KPT/2022 with Indonesian Scientific Index (SINTA) journal-level of S3, starting from Volume 10 (1) 2022 to Volume 14 (2) 2026.



First publish in 2013. Available online since 2018.

Sinta 5 SK No.28/E/KPT/2019



Sinta 3 SK No.225/E/KPT/2022



#### From Editor-in-Chief

# السَّلاَمُ عَلَيْكُمْ وَرَحْمَةُ اللهِ وَبَرَكَاتُهُ

Best wishes to all the members of Editorial Board, Reviewers Panel, Authors and Readers of PIKSEL for a very happy, and stay healthy.



Rahmadya, Ph.D. Editor-in-Chief

Global conditions and current local activities need a help of computer science. This edition of articles extensively explores computer science methods in fields such as education, business, network, medical, and local government.

This edition introduces the use computer science to add values in most of people's activities. The implementation of interesting GUI improves the user-friendly aspect of the system as well as in business should cover the user needs. The speed, efficiency, accuracy, and other performance indicators on medical, smart village, education, and network security can be handled by the computer science method.

Several other computer science method studies are presented in this volume, especially on machine learning, network security, mobile technology, and other related studies. This issues for the first time include the environmental discussion on waste management that has become main problems in every city in Indonesia.

Publisher: LPPM Universitas Islam 45 Office:

Fakultas Teknik Universitas Islam 45

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Vol. 11 No. 2 September 2023





PIKSEL status is accredited by the Directorate General of Research Strengthening and Development No. 225/E/KPT/2022 with Indonesian Scientific Index (SINTA) journal-level of S3, starting from Volume 10 (1) 2022 to Volume 14 (2) 2026.

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# Enhancing Usability of the Academic Information System at Bhayangkara University: A Design Thinking and System Usability Approach

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Submitted : 03/08/2023 Revised : 24/08/2023 Accepted : 31/08/2023 Published : 30/09/2023

#### Abstract

Bhayangkara University implements an information system to assist its academic process, namely SIA (Academic Information System). The high level of usability in SIA affects the smooth running of the academic process. This research uses a combination of design thinking and system usability scale methods as an approach to increase usability in SIA applications. The results show that the SIA application has a high usability value with a B rating scale and the good acceptable category is pleasant for users. Recommendations for improvements based on the method used are increasing server capacity so that SIA can work more relevantly, and effectively, and can use last a long time.

**Keywords**: Academic Information System, Design, Usability

#### 1. Introduction

Academic Information System is one application of information systems in educational institutions (Tata Sutabri, 2014). Academic Information System is a software application used to manage various information and processes related to academic activities. The main goal of an Academic Information System is to automate and simplify academic administration, increase efficiency, and improve user experience (Sulistiani Ino et al., 2018).

Bhayangkara University implements an academic information system called the Academic Information System (SIA). The menus and features contained in the SIA include filling out the Study Plan Card (KRS), viewing class schedules, viewing study results cards and grade transcripts, printing exam cards, generating academic reports listing grades, registering lecturer and student attendance, and evaluating academic performance and presenting reports valuable for management and decision making.

An Academic Information System greatly influences the process of running academic activities. Academic Information Systems must be able to meet the needs of students, lecturers, and stakeholders(Belluano Poetri Lestari Lokapitasari et al., 2021). High usability values in Academic Information Systems are needed. An information system can be said to be successful, one of which is if the information system can be used easily and can meet user needs (Widiatmoko et al., 2015).

The Academic Information System that is already running at Bhayangkara University needs to be analyzed and evaluated so that it has benefits, is acceptable to users, and can last a long time in its use. The thinking design approach consisting of empathize, define, ideate, prototype, and the test is used to transform user needs into UI and UX interface designs for SIA. The System Usability Scale method is used to measure usability levels, identify problems, and provide recommendations for SIA improvements.

#### 2. Research Method

This research was conducted at Bhayangkara University, Jakarta Raya. The object of research is the SIA application which is commonly used by students and lecturers with a total population is 6534. The type of research used is mixed method research using the design thinking method from a qualitative point of view and the system usability scale method from a quantitative point of view. Based on the mixed method used, it takes respondents who can represent. Respondents were taken by random sampling technique and the number was calculated using the Slovin formula with an error tolerance of 0.05. The number of samples obtained based on the calculation results is 377.

The design thinking method is used to transform user needs into the form of UI and UX SIA interface designs (Kurnianto et al., 2022). The System Usability Scale method measures usability levels, identifies problems, and provides recommendations for SIA improvements (Anggraini Wresni et al., 2020). The research method can be seen in Figure 1.

Design thinking consists of four stages: empathize, define, prototype, and test. This step is sequentially and then iterated (Ilham et al., 2021). The combination of methods used in this study means that the design thinking stages are not carried out sequentially. The usability scale system is embedded between the design thinking stages to complement the method.

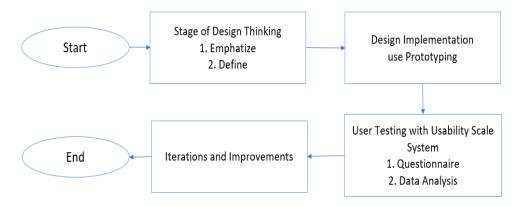


Figure 1. Research Method

#### 3. Results and Analysis

#### 3.1. Empathy Process

This stage provides data results in the form of habits, needs, and concerns of users. Data was obtained using social engineering techniques. The social engineering technique in this study does not have a negative intention but is used for the purpose of gathering information from SIA users without having to make the users feel disturbed, cornered, or threatened (Aulia et al., 2023). The results of the empathy process provide the data described in Table 1.

Table 1. Results of the Empathy Process

No.	User	Complaints and Requirements on the System
1	Lecturer	Lecturer administration for Lecturer Workload (BKD)
2	Student	Failure when filling out KRS;
		Inconsistent class schedule;
		Digital present

Source: Research Result (2023)

#### 3.2. Proses Define

At this stage what is done is to transform empathy process data into the form of problem identification. The approach taken at this stage is "How Might We". This approach highlights the creative side of the design process and innovation used to formulate questions or challenges that can inspire creative thinking and new solutions. This method is often used in brainstorming sessions and design thinking methods to generate innovative ideas. The way "How Might We" works is by turning a problem or

challenge at hand into an open-ended question that challenges and inspires (Li et al., 2019). The results of the defined process with How Might We are described in Table 2.

Table 2. Results of the Define Process

No.	Problem	Insight	How might we		
1	Users want an application that	How is the	Create features and design a		
	can make it easier to	application that	database of lecturer BKD		
	complete the lecturer BKD	makes it easy to	requirements		
	requirements	complete the			
		lecturer's BKD			
		requirements?			
2	Users want an application that	How is the	Create a user-friendly KRS		
	can facilitate the process of	application that	charging feature		
	filling in student KRS	facilitates the KRS			
		filling process?			
3	Users want the convenience	How can data on	Create presence features each		
	feature of attendance in	teaching realization,	course in real time between		
	integrated applications	and student and	students and lecturers		
	between students with the	lecturer attendance			
	number of teaching	be integrated with			
	realizations and lecturer	each other?			
	attendance				

Source: Research Result (2023)

#### 3.3. Prototype

The purpose of making an SIA application prototype is to improve design or features and cover application weaknesses and the ultimate goal is to increase usability (Khalida et al., 2012). The stages of creating an SIA application prototype are carried out after going through a brainstorming session. Creative ideas and new solutions that address problems are transformed into SIA application prototypes. The user experience (UX) of the SIA application prototype is described using a sitemap which can be seen in Figure 2.

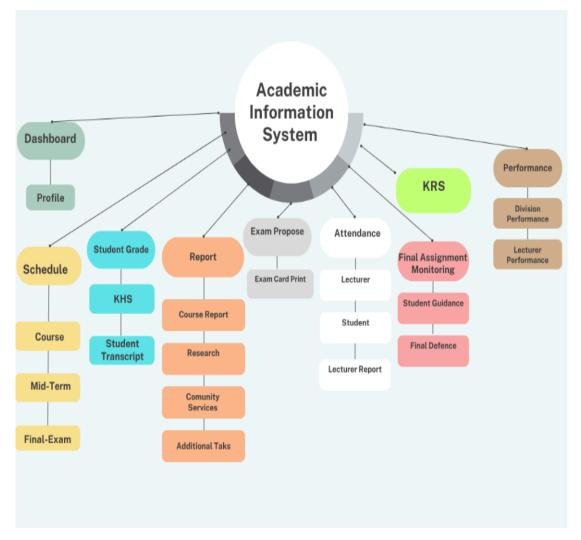
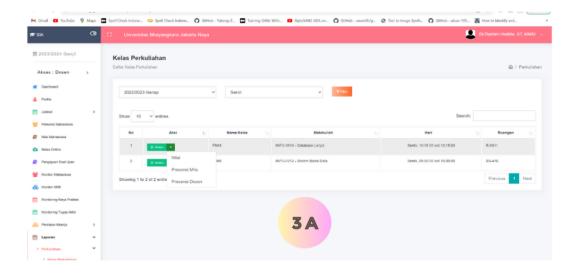


Figure 2. Academic Information System Application Sitemap

In Figure 3 there are 2 pages. Labeled 3A prototype display of the SIA application menu page completeness of BKD in the education (a) course report. On this page, lecturers can download lecture reports containing teaching realization, student grades, and student attendance lists. Labeled 3B prototype display of the student attendance list page at the lecturer user. This page can also be seen at the student user as evidence of an integrated attendance feature between lecturers and students.



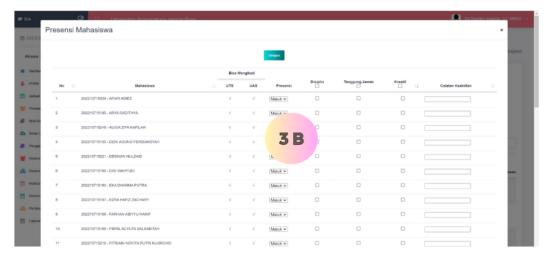


Figure 3. Page on Course Report and Attendance of Students Page

#### 3.4. Questionnaire

The next stage is a questionnaire distributed to respondents randomly with the aim of validating usability after the application has been tested with users. This questionnaire can also help focus the evaluation of feature improvements or application improvements if the results of the questionnaire tend to be negative.

Questionnaire-based on the System Usability Scale (SUS) method using a Likert scale. Respondents were asked to give an assessment of Strongly Disagree, Disagree, Neutral, Agree, and Strongly Agree on the 10 statement items according to the assessment of each respondent. If the respondent does not find the right response scale, the respondent must fill in the midpoint of the user testing scale (Efendi Mochammad Arif et al., 2021).

Table 4. Average Category of Rating Interval Scores

Intervals	Category
4.2 < x < 5	Strongly Agree
3.4 < x < 4.2	Agree
2.6 < x< 3.4	Neutral
1.8 < x < 2.6	Disagree
1 < x < 1.8	Strongly Disagree

Source: (Anggraini Wresni et al., 2020)

Each statement item has a contribution score in the calculation. Each item's contribution score ranges from 0 to 4. For items 1, 3, 5, 7, and 9 which are positive statements, the contribution score is the scale minus 1. For items 2, 4, 6, 8, and 10 which are negative statements, the score contribution is 5 minus the scale. The total contribution score is multiplied by 2.5 to get the overall value of system usability (Anggraini Wresni et al., 2020). The following is the formula for calculating the System Usability Scale (SUS) score:

$$SUS = ((R1 - 1) + (5 - R2) + (R3 - 1) + (5 - R4) + (R5 - 1) + (5 - R6) + (R7 - 1) + (5 - R8) + (R9 - 1) + (5 - R10) * 2,5)$$
(1)

The average response of respondents is recorded in Table 5. Based on the SUS score calculation formula, the questionnaire results obtained a score of 80.75. The application of SIA in measuring the grade scale shown in Figure 7, is included in the category of acceptable systems for users. There are several items of concern in an effort to improve usability. Item 5 which indicates that the functions or features provided on this site are well designed and prepared is answered by respondents with an average response of "Neutral". Item 6 showed too many inconsistencies on this site, respondents gave the average response "Agree".

Table 5. Results Quesionner based on the SUS Method

No.	Statement	Mean	Category
1	I will use or visit this site often	4.4	Strongly Agree
2	I think this site is too complex (loads a lot of things	1.2	Strongly Disagree
	unnecessary)		
3	I find this site easy to navigate	4.5	Strongly Agree
4	I need technical assistance to use or browse this	0.8	Strongly Disagree
	site		

No.	Statement	Mean	Category
5	I rate the functions or features provided on this site	3.3	Neutral
	well designed and prepared		
6	I rated too many inconsistencies on this site	3.5	Agree
7	I feel most people will find it easy to use or quickly	4.5	Strongly Agree
	browse this site		
8	I find this site very complicated to navigate	2	Disagree
9	I feel very confident browsing this site	4.6	Strongly Agree
10	I need to learn a lot of things before I can explore	1.5	Disagree
	this site properly		

# System Usability Score



Source: Research Result (2023)

Figure 5. SUS Score Scale

The inconsistencies that occur on the sites referred to in item 6 lead to a neutral assessment of the functions or features referred to in item 5. Each item has a contributing relationship to one another. Based on the respondent's assessment, the focus on improving features or improving the application can be identified. Inconsistency on the site is usually caused by database design errors or incompatibility of the amount of data with server capacity. Corrective steps that can be taken are changes to the database design and the addition of volume from the server and then testing the application again.

#### 4. Conclusion

The combination of design thinking and system usability scale is used to improve usability in AIS. The design thinking method of developing SIA focuses on user needs so that the SIA application has a usability value of 80.75 when assessed through a questionnaire using the system usability scale method. This proves that SIA is an acceptable application or can be accepted by its users. Respondents' assessment that SIA has many inconsistencies in the features and functions of SIA that have not been designed properly is usually caused by errors in database design or incompatibility of the amount of data with server capacity. Recommendations for improvements that can be made are changes to the database design and additional volume from the server so that the SIA can work more relevantly, and effectively, and can use last a long time.

#### Acknowledgements

The authors thank Piksel journal editorial team for providing the opportunity to submit and carry out a review related to the journal.

#### **Author Contributions**

Pamungkas proposed the topic; Khalida conceived models and designed the experiments; Khalida conceived the optimization algorithms; Khalida and Pamungkas analyzed the result.

#### **Conflicts of Interest**

The authors declares no conflict of interest.

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