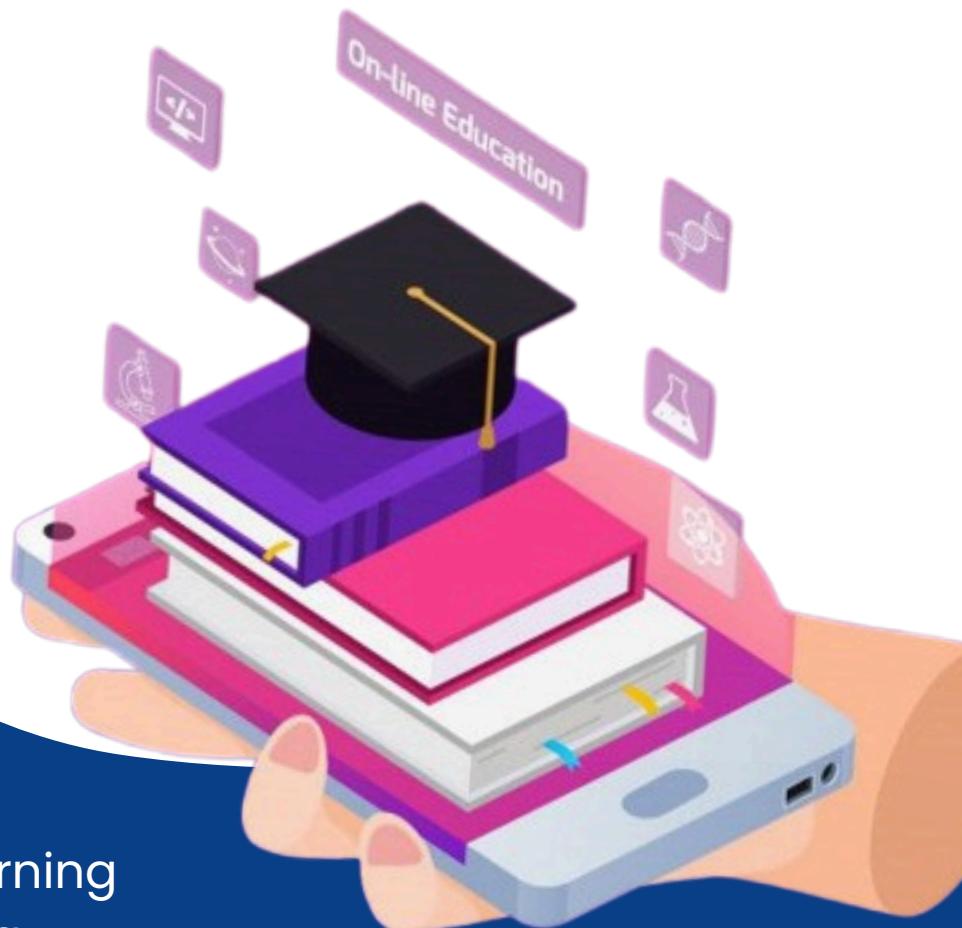


Flipbook E-Learning



"Transforming Learning through Smart Interface Design"



- UI/UX in Digital Learning
- Wireframe Planning
- Interactive Prototype

KELOMPOK 10

1

**Adinda Angesti
Chandra**



2

**Fathan Aqilla
Bestari**



3

**Muhammad
Shoffiyurohman**



4

**Firtiansyah
Okta Resama**





Discover (Empathize)

Memahami Masalah - 15 Poin



Pengenalan Profil Objek Penelitian

- Target: Mahasiswa dan Dosen Universitas
- Platform: Aplikasi Mobile Learning Management
- Scope: Fitur jadwal, tugas, dan komunikasi



Latar Belakang Masalah

- Kesulitan akses informasi akademik yang tersebar
- Komunikasi tidak efektif antara dosen dan mahasiswa
- Interface portal akademik yang kompleks
- Manajemen deadline tugas yang buruk



Research & Emphaty Map

Memahami Masalah - 15 Poin



Daftar Pertanyaan Penelitian

- Bagaimana mahasiswa mengakses informasi akademik saat ini?
- Apa kendala utama dalam pengumpulan tugas?
- Fitur apa yang paling dibutuhkan dalam LMS?
- Bagaimana preferensi komunikasi dengan dosen?



Hasil Empathy Map

- Says: "Saya sering lupa deadline"
- Thinks: Perlu sistem reminder yang efektif
- Does: Menggunakan multiple platform untuk belajar
- Feels: Frustasi dengan interface yang rumit



Metode Riset

- Wawancara: 2 mahasiswa



Persona & Journey Map

Target User dan Pain Point



Persona Pengguna



Nama	Reza Arif
Age	20
Education	STT Terpadu Nurul Fikri
Location	Depok

- Mahasiswa Teknik Informatika Semester 5
- Goals: Lulus tepat waktu, nilai baik, seimbang kuliah-organisasi
- Frustrations: Tracking deadline, akses materi, interface rumit
- Tech-savvy: Menggunakan smartphone untuk sebagian besar aktivitas



Journey Map Utama

- Morning: Cek jadwal hari ini (Pain: info tersebar)
- Class: Akses materi kuliah (Pain: sulit ditemukan)
- Afternoon: Kerjakan tugas (Pain: deadline tidak jelas)
- Evening: Submit assignment (Pain: proses rumit)



Persona & Journey Map

Target User dan Pain Point



Persona Pengguna



Nama	Aisyah Dewi Gayatri
Age	19
Education	STT Terpadu Nurul Fikri
Location	Depok

- Mahasiswa Teknik Informatika Semester 2
- Goals: Lulus tepat waktu, nilai baik, seimbang kuliah-organisasi
- Frustrations: Tracking deadline, akses materi, interface rumit
- Tech-savvy: Menggunakan smartphone untuk sebagian besar aktivitas



Journey Map Utama

- Morning: Cek jadwal hari ini (Pain: info tersebar)
- Class: Akses materi kuliah (Pain: sulit ditemukan)
- Afternoon: Kerjakan tugas (Pain: deadline tidak jelas)
- Evening: Submit assignment (Pain: proses rumit)



Define

Merumuskan Masalah - 10 Poin



Problem Statement (How Might We)

- HMW membuat akses informasi akademik menjadi terpusat dan mudah?
- HMW membantu mahasiswa mengelola deadline dengan efektif?
- HMW membuat interface yang intuitif untuk semua user?



Core Problem Identified

- Informasi akademik tersebar di multiple platform
- Tidak ada sistem notifikasi deadline yang efektif
- Interface portal akademik tidak user-friendly
- Komunikasi dosen-mahasiswa tidak real-time



Develop (Ideate & Prototype)

Explorasi Solusi – 10 Poin



Brainstorming Solusi

- Dashboard utama dengan info penting (jadwal, deadline)
- Sistem notifikasi push yang customizable
- Quick access untuk submission tugas
- Calendar view untuk semua aktivitas akademik



Prioritas Fitur (MoSCoW)

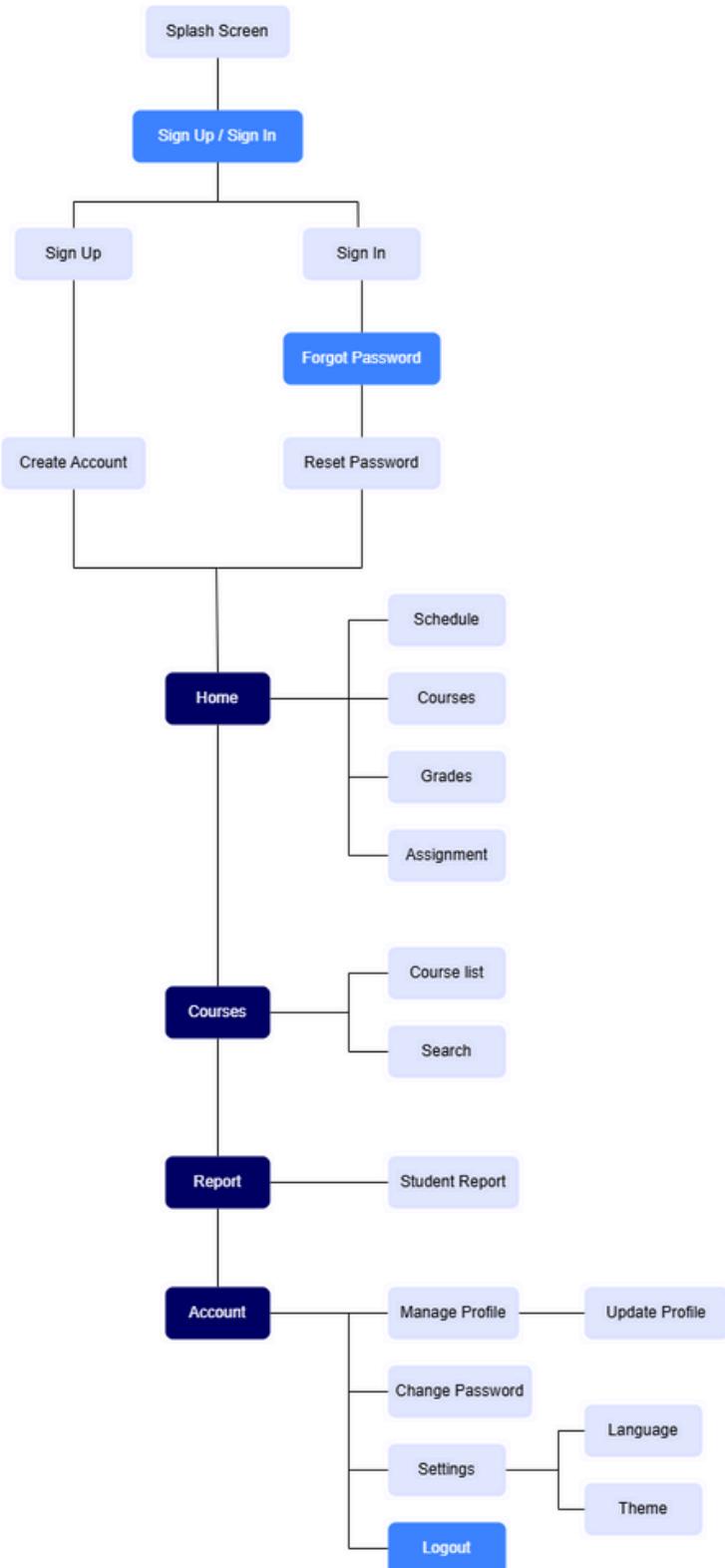
- Must: Dashboard, jadwal, submission tugas
- Should: Notifikasi, akses materi, profil
- Could: Chat, kalender, gamifikasi
- Wont: Social features, advanced analytics

💡 Wireframe & Prototype

Digital Design & Figma Link



User Flow





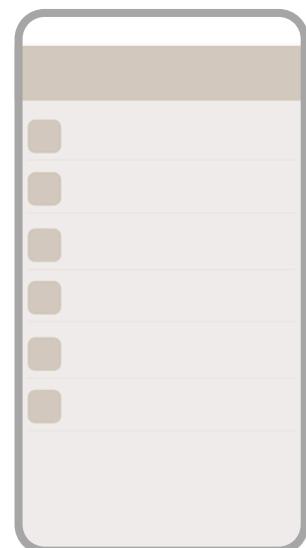
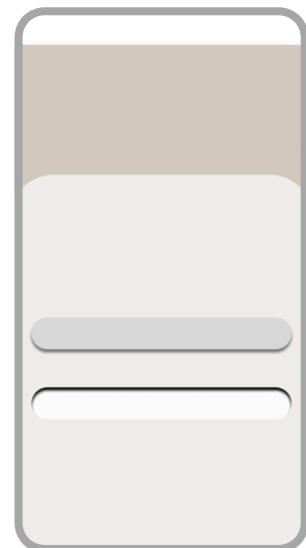
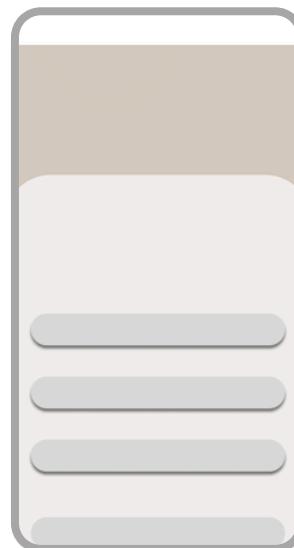
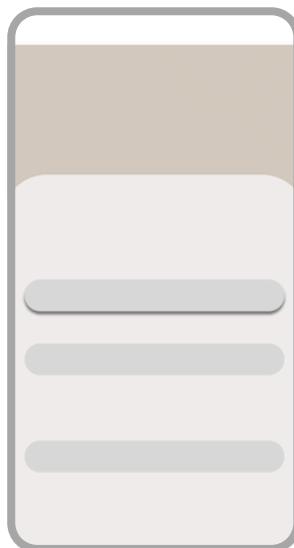
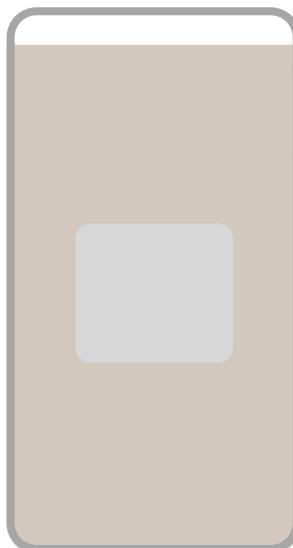
Wireframe & Prototype

Digital Design & Figma Link



Wireframe Development

- Low-fidelity wireframes untuk alur utama
- Information architecture yang jelas
- Navigation pattern yang konsisten
- Responsive design untuk mobile-first approach

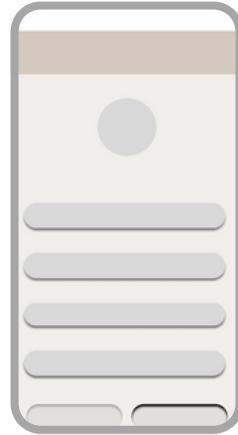
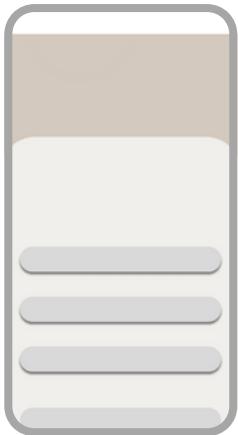
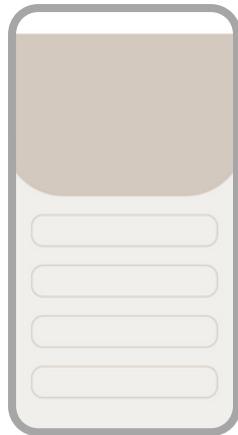
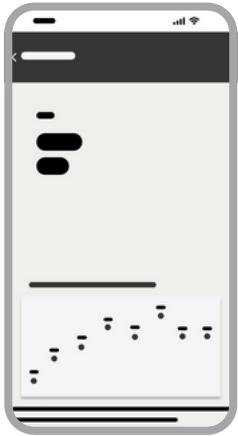
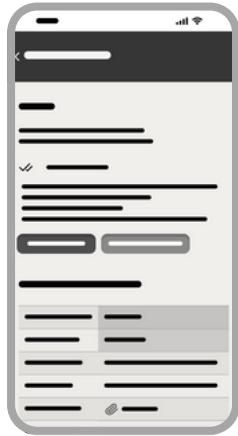
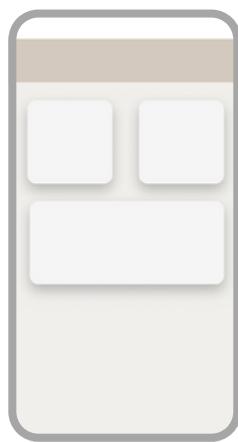
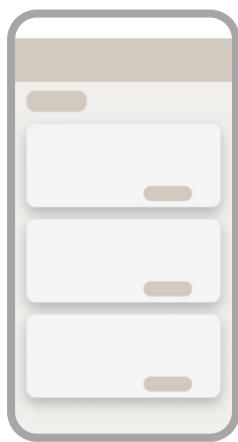




Digital Design & Figma Link



Wireframe Development



💡 Wireframe & Prototype

Digital Design & Figma Link



High-Fidelity Prototype

- Visual design dengan brand identity
- Interactive prototype dengan micro-interactions
- Design system components
- Accessibility considerations (WCAG compliance)

💡 Wireframe & Prototype

Digital Design & Figma Link



High-Fidelity Prototype

9:41

< Grades

IPS 3,6 IPS 3,6

Chart Diagram Semester

Home Courses Report Account

9:41

< Report

Academic Summary

Total Course	4
Total Hours Spent	110
Average Grade	A-
Progress	92%

Performance

Download Report

Home Courses Report Account

9:41

< Schedule

August 2030

MON	TUE	WED	THU	FRI	SAT	SUN
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4

Schedule
Tuesday, 23 August

There is no class schedule on this date

Home Courses Report Account

9:41

Courses

Search...

- Pemrograman Web - Adinda S.Kom Semester 8
- Basis Data - Adinda S.Kom Semester 8
- Jaringan Komputer - Adinda S.Kom Semester 8
- Pemrograman Web - Adinda S.Kom Semester 8

Home Courses Report Account

9:41

< Assignment

All

Laporan Praktikum
Deadline: 23 Agustus

Materi Operasional CRUD
(Create, Read, Update, Delete)
menggunakan PHP

View Details

Home Courses Report Account

9:41

< Pemrograman Web

- Pertemuan 1
 - Announcements
 - Adab Menuntut Ilmu
- Pertemuan 2
 - Group Telegram
 - PPT1
- Pertemuan 3
 - Task 1
 - Task 2
- Pertemuan 4

Home Courses Report Account

9:41

< Assignment

Task 1

Opened: 20 Agustus 2030, 08:00
Deadline: 23 Agustus 2030, 23:59

Task Description:

- Make a simple website using laravel and tailwind
- Website must be hosted
- If you have posted to linkedin then collect the post link here

Add Submission

File Submissions

You can click here to upload file.

Cancel Submit

Submission Status

Submission status	No Submissions
Grading status	Submission status
Time remaining	6 days remaining
Last Modified	-
Comments	Comments (0)

Home Courses Report Account

9:41

< Assignment

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Last Modified	-
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Home Courses Report Account

💡 Wireframe & Prototype

Digital Design & Figma Link



High-Fidelity Prototype

Assignment Detail Screen (9:41 AM)

Task 1

Opened: 20 August 2030, 08:00
Deadline: 23 August 2030, 23:59

Task Description:

- Make a simple website using laravel and tailwind
- Website must be hosted
- Post to LinkedIn
- Send project in ZIP file form here

Submission Status

Submission status	Submitted
Grading status	Not Graded
Time remaining	Submitted 43 mins 19 secs late
Last Modified	Monday, 20 August 2030, 12:43 AM
File Submission	Project.zip
Last Modified	Monday, 20 August 2030, 12:43 AM

Actions: Edit Submission | Remove Submission

Bottom Navigation: Home, Courses, Report, Account

Edit Submission Screen (9:41 AM)

Task 1

Opened: 20 Agustus 2030, 08:00
Deadline: 23 Agustus 2030, 23:59

Task Description:

- Make a simple website using laravel and tailwind
- Website must be hosted
- If you have posted to LinkedIn then collect the post link here

Edit Submission

File Submissions

You can click here to upload file.

Actions: Cancel | Submit

Bottom Navigation: Home, Courses, Report, Account

Profile Overview Screen (9:41 AM)

Muhammad Shofiyurahman
shofiyurahman@gmail.com

Profile Actions: Manage Profile | Change Password | Settings | Logout

Bottom Navigation: Home, Courses, Report, Account

Change Password Screen (9:41 AM)

Secure Your Access!
Enter your current password, then create a new one.

Fields: Current Password, New Password, Confirm New Password, Forget Password

Actions: Save Changes

Bottom Navigation: Home, Courses, Report, Account

Settings Screen (9:41 AM)

Notifications (Toggle Off)

Show Popup News (Toggle Off)

Bottom Navigation: Home, Courses, Report, Account

Profile Edit Screen (9:41 AM)

Profile Picture: Muhammad Shofiyurahman

Fields: Name (Muhammad Shofiyurahman), Email (shofiyurahman@gmail.com), Phone Number (0812511152), Gender (None)

Actions: Cancel | Save

Bottom Navigation: Home, Courses, Report, Account



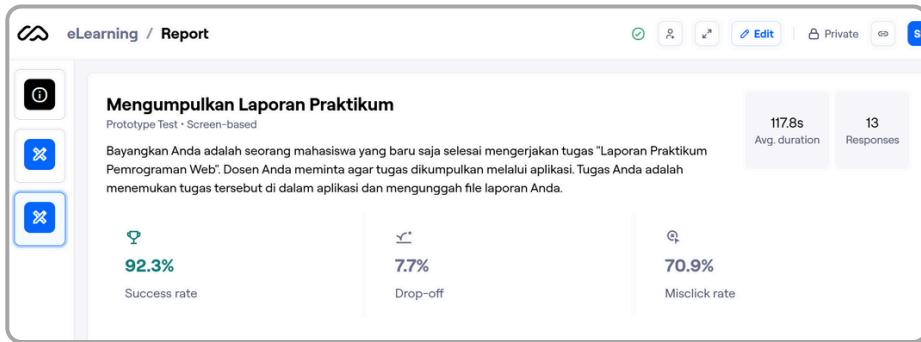
Deliver (Test)

Pengujian & Iterasi - 10 Poin



Hasil Uji Coba Prototype

- Usability testing dengan 10 mahasiswa target
- Task completion rate: 85% untuk core features
- Average time to complete main tasks: 2.3 menit
- User satisfaction score: 4.2/5.0



Key Findings dari Testing

- Dashboard layout sangat membantu orientasi
- Proses submission tugas lebih intuitif
- Beberapa icon perlu clarification
- Font size perlu diperbesar untuk accessibility



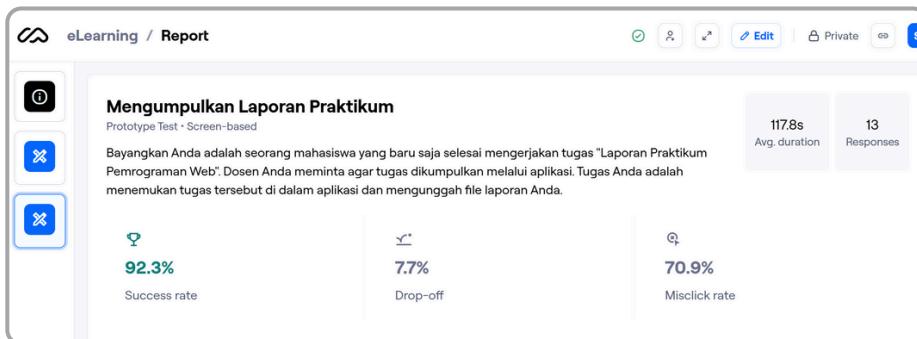
Deliver (Maze)

Pengujian & Iterasi - 10 Poin



Hasil Uji Coba Prototype

- Usability testing dengan 10 mahasiswa target
- Task completion rate: 85% untuk core features
- Average time to complete main tasks: 2.3 menit
- User satisfaction score: 4.2/5.0



Key Findings dari Testing

- Dashboard layout sangat membantu orientasi
- Proses submission tugas lebih intuitif
- Beberapa icon perlu clarification
- Font size perlu diperbesar untuk accessibility



Deliver (SUS)

Pengujian & Iterasi - 10 Poin



Hasil Uji Coba SUS

Pertanyaan	P1	SD	P2	SD
Q1	5	4	5	4
Q2	2	3	1	4
Q3	5	4	5	4
Q4	2	3	3	2
Q5	4	3	5	4
Q6	2	3	2	3
Q7	4	3	4	3
Q8	2	3	1	4
Q9	3	2	5	4
Q10	3	2	2	3
Skor SUS	75		88	
Skor rata-rata				

P3	SD	P4	SD	P5	SD
5	4	5	4	4	3
5	0	1	4	1	4
5	4	5	4	5	4
5	0	1	4	5	0
5	4	5	4	5	4
5	0	1	4	1	4
5	4	5	4	5	4
5	0	1	4	2	3
5	4	5	4	5	4
5	0	1	4	5	0
50		90		75	
76					

Hasil akhir (Skor Rata-rata): **76**



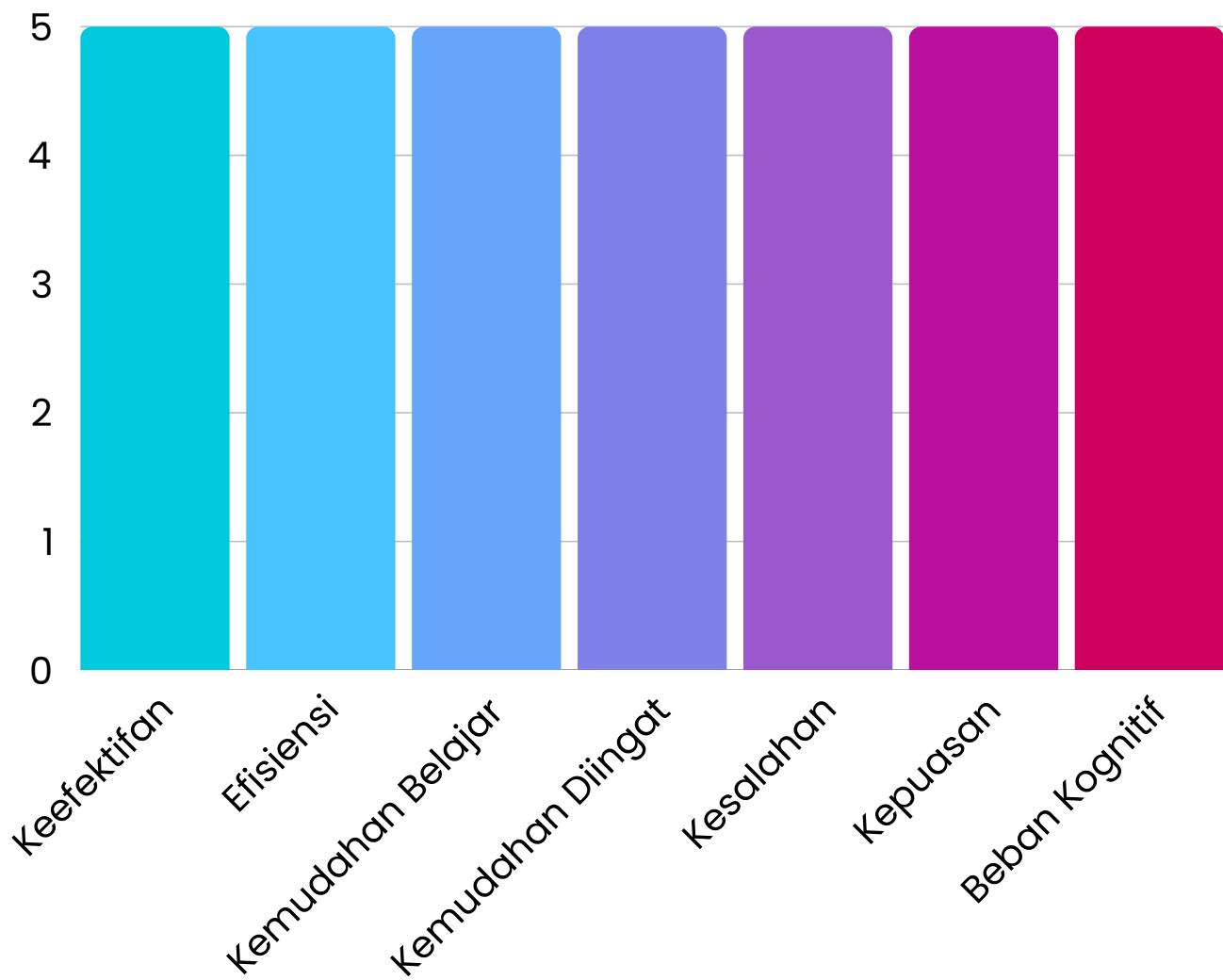
Deliver (PACMAD)

Pengujian & Iterasi - 10 Poin



Hasil Uji Coba PACMAD

- Keefektifan
- Efisiensi
- Kemudahan Belajar
- Kemudahan Diingat
- Kesalahan
- Kepuasan
- Beban Kognitif





Feedback & Iterasi

Perbaikan berdasarkan testing



Feedback Analysis

- Positif: Interface bersih, navigasi intuitif
- Concerns: Beberapa fitur masih hidden, loading time
- Suggestions: Tambah shortcuts, improve onboarding
- Priority fixes: Icon clarity, font sizing



Iterasi Desain Final

- Revision 1: Perbaikan icon dan labeling
- Revision 2: Accessibility improvements
- Revision 3: Performance optimization
- Final: Integration dengan backend system