

the UX Journey

The process to optimize your resource for the quality User Requirement





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Second Versions

Written by HCI Group

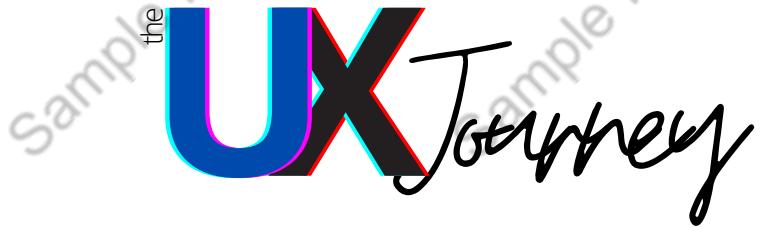
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Noris Mohd Norowi



The process to optimize your resource for the quality User Requirement

The UX journey is a process that helps optimize resources for quality user requirements while improving self-efficacy. The process involves a series of steps that begin with understanding the user's needs and expectations. This includes conducting research to gain insights into the user's goals, motivations, and pain points. Once the user's needs have been identified, the next step is to develop a user persona, which is a detailed description of the user's characteristics, preferences, and behaviors. This persona serves as a reference point throughout the UX design process.

The next step in the UX journey is to define the user journey, which is the path that the user takes to achieve their goals. This includes mapping out the steps involved in the user's interactions with the product or service and identifying potential pain points or areas for improvement.

Once the user journey has been defined, the UX designer can begin to prototype and test different solutions. This involves creating wireframes, mockups, and prototypes of the product or service, and testing these designs with users to gather feedback and identify areas for improvement.

Throughout the UX journey, it is important to maintain a focus on the user's needs and expectations and to continuously iterate and improve the design based on feedback and testing. By following this process, designers can optimize their resources to deliver quality user requirements, while also building their self-efficacy and confidence in their design decisions.



Hello

This is my UX Diary

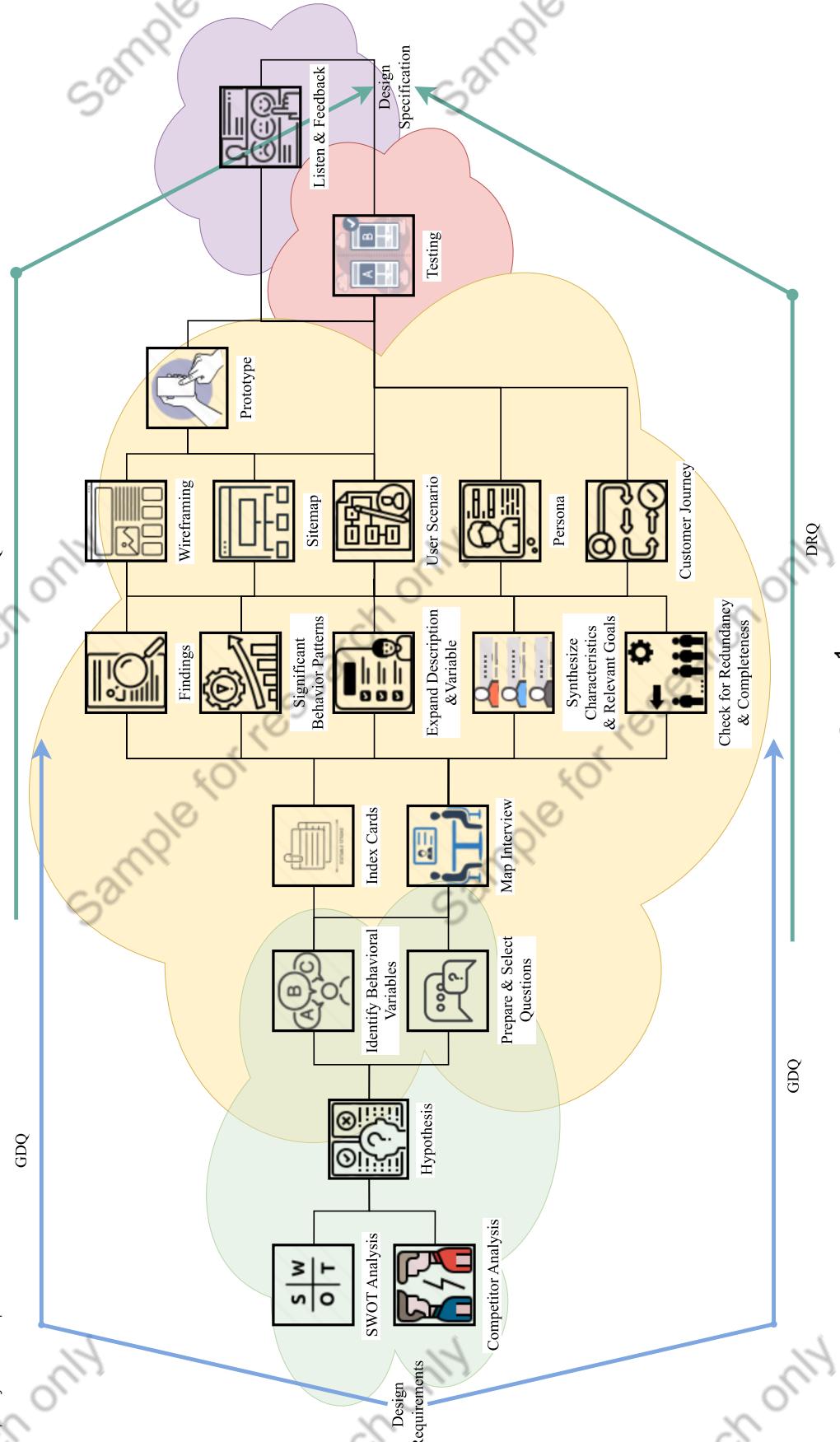
Tell me about your personality and ability

My name is Ismail Wahyu Fadilah, Student Identification Number 202010370311339

Informatics study program My hobby is designing building construction and developing infrastructure. Ability What I have is being able to allocate my logic into the development of the design in any design.

UX Journey

The process to optimize your resource for the quality User Requirement



UX Journey Activities Checklist

(D) Discover

Time to work

<input checked="" type="checkbox"/> Field studies	8
<input checked="" type="checkbox"/> SWOT Analysis	9
<input checked="" type="checkbox"/> Competitor Analysis	5
<input checked="" type="checkbox"/> State Hypotheses	3
<input checked="" type="checkbox"/> Identify Behavioral Variables	2

(E) Explore

<input checked="" type="checkbox"/> Prepare Questions	6
<input checked="" type="checkbox"/> Meet Stakeholder	7
<input checked="" type="checkbox"/> Index Card	13
<input checked="" type="checkbox"/> Map Interview Subjects to Behavioral Variables	6
<input checked="" type="checkbox"/> Identify Significant Behaviour Patterns	6
<input checked="" type="checkbox"/> Synthesize Characteristics and Relevant Goals	6
<input checked="" type="checkbox"/> Check for Redundancy and Completeness	3
<input checked="" type="checkbox"/> Expand the Description of Attributes and Behaviour	3
<input checked="" type="checkbox"/> Persona	11
<input checked="" type="checkbox"/> Journey Mapping	17
<input checked="" type="checkbox"/> User Scenario and Stories	10
<input checked="" type="checkbox"/> Sitemap	22
<input checked="" type="checkbox"/> Wireframing	12

UX Activities Checklist

(T) Test

Time to work

Quantitative & Qualitative Usability Testing

8

A/B Testing

40

Objective Verification

4

Variable Verification

2

Acceptance Criteria

50

(L) Listen

Follow up

11

My Goals



1

Kickstart Project	day 1 Compile Work program	day 2 Distribution Work program	day 3 Interview stakeholders
Time allocation			
day 4 Interview Stakeholders	day 5 Making application	day 6 Making application	day 7 Making application
day 8 Making application	day 9 Test app to stakeholders	day 10 Test app to stakeholders	day 11 App revision
day 12 App revision	day 13 Application ready launched	day 14 Promosi	Deliver Project



Discover



8

Field studies...

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1. Clinical studies and observations to students or vocational teachers regarding suitable learning applications to manufacture learning media

2. Conduct application trials conducted by prospective application users to compare application advantages and disadvantages



9

SWOT analysis

Strength

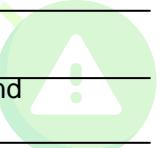
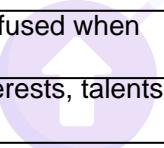
Advantages? 1. Enable educational intervention with the latest technology

Uniqueness? 2. Providing learning benefits that are more efficient and worth in scope
maximized time

Selling Points? 3. Allow them to find their identity so as not to get confused when
define their work

Skills? 4. Provide the needs needed in the introduction of interests, talents and
appropriate learning they like

Other factors?



Weaknesses

Limitations? 1. Not all devices can access this learning application.

Lack of effort? 2. Requires an adequate infrastructure area with internet connection

Problems? 3. The introduction of interest material can only be accessed digitally, so it's not
there is an introduction directly / Offline

Poor strategy?

Other factors?

Opportunities

Improvements? 1. Development and application of talent recognition technology
can provide new opportunities for the development of innovative applications

Performance? 2. Can they easily find their talent interests so they don't
make mistakes when going to a higher level

Opportunities?

Consumer behaviour?

Other factors?

Threats

External trouble? 1. Possibility of cyber attacks due to system vulnerabilities
which may render the application inaccessible or interfere with the enticer.

obstacles? 2. Allows for a digital divide between students who don't
have access to the application with which has access.

Trends?

Other factors?



5

Competitor

DIRECT COMPETITION

1. Ruang Guru

2. Quipper

INDIRECT COMPETITION

1. Onsite Introduction

USER REVIEWS

1. Ruang Guru

An online learning platform that provides various learning materials ranging from SD - SMA, which can be accessed through the application or the web.

Pros: 1. Having a private teacher who can help students understand the material
2. Learning materials that are complete and adapted to the Indonesian curriculum

Weaknesses: 1. Constraints in the network

2. Limited interaction between teachers and students because it is carried out online

2. Quipper

An online learning platform that provides video-based learning materials, exercises questions and online exams.

Strengths and weaknesses: Complete learning materials adapted to the curriculum

Indonesia, features for practicing online questions and exams, some materials are only provided in video form, price

relatively expensive

Hypotheses

HYPOTHESES	PERSONAS	EXPLANATION
H1	Meylinda	The use of the talent recognition application must be able to increase their learning interest in the form of learning more efficient and attractive
H2	zaril	Talent interest recognition applications should be able to help them in determining their direction more interactively and effectively
H3	Farzi	This application must be able to run smoothly and easily in its application because those who use it from all ages
H4	Noni	Aplikasi ini diharapkan mempunyai fitur statistik agar mereka dapat memonitoring dari hasil mereka sehingga memudahkan mereka dalam menentukan minat bakat mereka

Hypotheses Explanation..



2

DATE 6 mei 2023

1. The talent recognition application must be able to assist them in determining their direction more interactively and effectively
2. The use of talent recognition applications must be able to increase their interest in learning in a more efficient and interesting form of learning
3. This application must be able to run smoothly and easily in its application because users of all ages
4. This application is expected to have a statistical feature so that they can monitor their results, making it easier for them to determine their talent interests

Identify Behavioral Variables

OBSERVED BEHAVIORAL VARIABLE

1. Difficulty in using the application
2. Interest and talent learning is easy to understand
3. Difficulties in determining interest and talent

SCALE

Easy - Hard

Easy - Hard

Easy - Hard





Variable Explanation..

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Developers can ensure that the applications created will better meet user needs.

This can help developers in developing the features needed as well

meningkatkan pengalaman pengguna dalam menjalankan aplikasi.



Explore

15 minute prepare questions



2min

Welcome remarks

Good morning, introduce me Ismail Wahyu Fadilah, I am a developer of a talent recognition application. Let me ask the time briefly to interview you about your experience using this online learning application. Hopefully the results of this interview can find deficiencies which we can revise in improving the application so that the application runs properly.

2min

Collect demographics

Age, gender, occupation, city & place of residence, have used online learning applications, frequently use cell phones, have internet access.

2min

Tell a story

As an application developer, I need to ensure that the application is easy to use, as well as generate input about the shortcomings of the application being developed so that the application can be as expected.

2min

Problem ranking

Using sticky note tools

3min

Explore customer's word view

1. What features do you expect from the talent recognition application?

2. What types of assessments and evaluations would you like to see in an introductory application interest talent.

3. What are the security and privacy issues that need attention in the application BEAUTIFUL?

Thank you for taking your time to help me in this interview, hopefully with an interview like this we will

2min

Wrapping up

can make this PEMIKAT application what users want. I'm very grateful for the input.

2min

Document results

We will document the results of this interview as a guideline for developing the PEMIKAT application

needed by the user so that with this application it can make it easier for users to use this application.

Prepared questions



6

1. What features do you expect from the PEMIKAT application?
2. What are the obstacles you encounter in using the current PEMIKAT application?
3. What is the most effective way to provide feedback about learning interest in this talent?
4. What types of assessment and evaluation would you like to see in the PEMIKAT application?

5. Is it necessary to have a Value feature in the test of each aptitude?

6. Apa saja masalah keamanan dan privasi yang perlu diperhatikan dalam aplikasi PEMIKAT?

7.

8.

9.

10.

11.

12.

13.

14.

15.

“

Creativity is
intelligence
having fun

Albert Einstein

Meet stakeholder



7

OBJECTIVE AND EXPECTED RESULTS

The purpose of this stakeholder meet is to meet people related to applications such as students who are still looking for their talents and where they want to go in setting their goals and work, to dig up information about the needs needed to produce the right application.

5 MINUTES QUESTIONS

1. As a user, you need a payment system that supports multiple payment methods

commonly used by customers.

2. As users need information such as features after recognizing talent interests can recognize

right job

3. As users want it to be easy to use the application so that it is more efficient in learning

talent and relevance.

4. As the user wants the security and privacy of user data to be implemented using the protocol

and proper security.

5. As the user wants this application to be easily accessible and accessible to all users without

except

6. Sebagai pengguna ingin aplikasi ini memberikan pengetahuan tentang minat bakat yang berpotensi

dalam diri dengan menyediakan beragam jenis pembelajaran edukasi dengan semenarik mungkin.



8

Findings

MENTION YOUR FINDINGS

1. As a user, you need a payment system that supports multiple payment methods commonly used by customers.
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MENTION YOUR FINDINGS

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MENTION YOUR FINDINGS

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MENTION YOUR FINDINGS



13

Share your idea, write in this notes

1. As a user
need a system
the payment
supports multiple
payment method
commonly used by
customer.

2. As a user
need information
like feature after
recognize talent interests
can recognize work
right

3. As the user wants
easy in
using the app
to be more efficient in
talent interest learning
as well as relevant.

4. As the user wants
data security and privacy
user applied
using protocol
and proper security.

5. As the user wants
this app is easy to access
and accessible by
all users without
except

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this app is easy to access
and accessible by
all users without
except





1. As a user need a system the payment supports multiple payment method commonly used by customer.

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13

1. As a user need a system the payment supports multiple payment method commonly used by customer.



5. As the user wants this app is easy to access and accessible by all users without except

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“

If a User is
having a
problem, it's
our problem.

Steve Jobs

MAP INTERVIEW

USER FEELING

Persona:



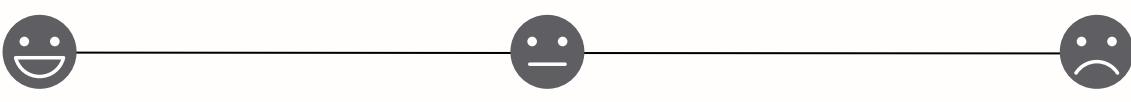
Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 1: What I feel is that the application has many payment methods



Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 2: What I feel in informing goals in talent interests



Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 3: What I feel in the smoothness that the application provides



MAP INTERVIEW

USER FEELING

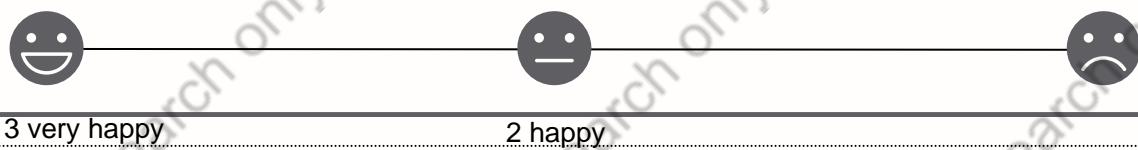
Persona:



6

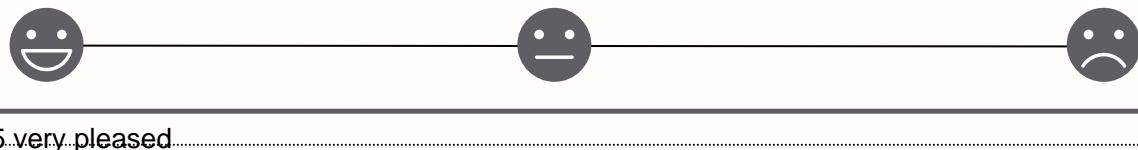
Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 4: What I feel is that user data is guaranteed to be safe



Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 5: What I feel in using it is the adequacy of the network
as well as devices



Scale 1:	Scale 2:	Scale 3:	Scale 4:	Scale 5:

Variable 6: What I feel in the introduction and the learning method



Significant Behaviour Patterns



OBSERVED BEHAVIORAL VARIABLE

What I feel is that the application has many payment methods

What I feel in informing goals in talent interests

Which I feel in the smoothness that the application provides

What I feel is that user data is guaranteed to be safe

What I feel is in its use of the network and device prowess

What I feel in the Introduction and the learning method

SCALE

Of the 5 stakeholders obtained: Scale 2 = 3, Scale 3 = 2

From 5 stakeholders obtained: Scale 1 = 5

From 5 stakeholders obtained: Scale 2 = 5

Of the 5 stakeholders obtained: Scale 1 = 3, Scale 3 = 2

From 5 stakeholders obtained: Scale 1 = 5

Of the 5 stakeholders obtained: Scale 1 = 1, Scale 2 = 4

PERCENTAGE

60%, 40%

100%

100%

60%, 40%

100%

20%, 80%



6

Pattern Explanation..

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1. Variable 1, 60% of customers are quite happy and 40% are happy because the application provides many payment methods.
2. Variable 2, 100% of customers feel very happy because of the information about their talent interest quite clear
3. Variable 3, 100% of customers are very happy because the application runs smoothly
4. Variable 4, 60% of customers feel very happy and 40% are happy because of the level of security application is guaranteed
5. Variable 5, 100% of customers are very happy because the application can be used in scope various networks, and can be accessed by all devices
6. Variabel 6, 20% pelanggan merasa sangat senang dan 80% senang karena Metode pembelajaran yang cukup menarik dan mudah dimengerti

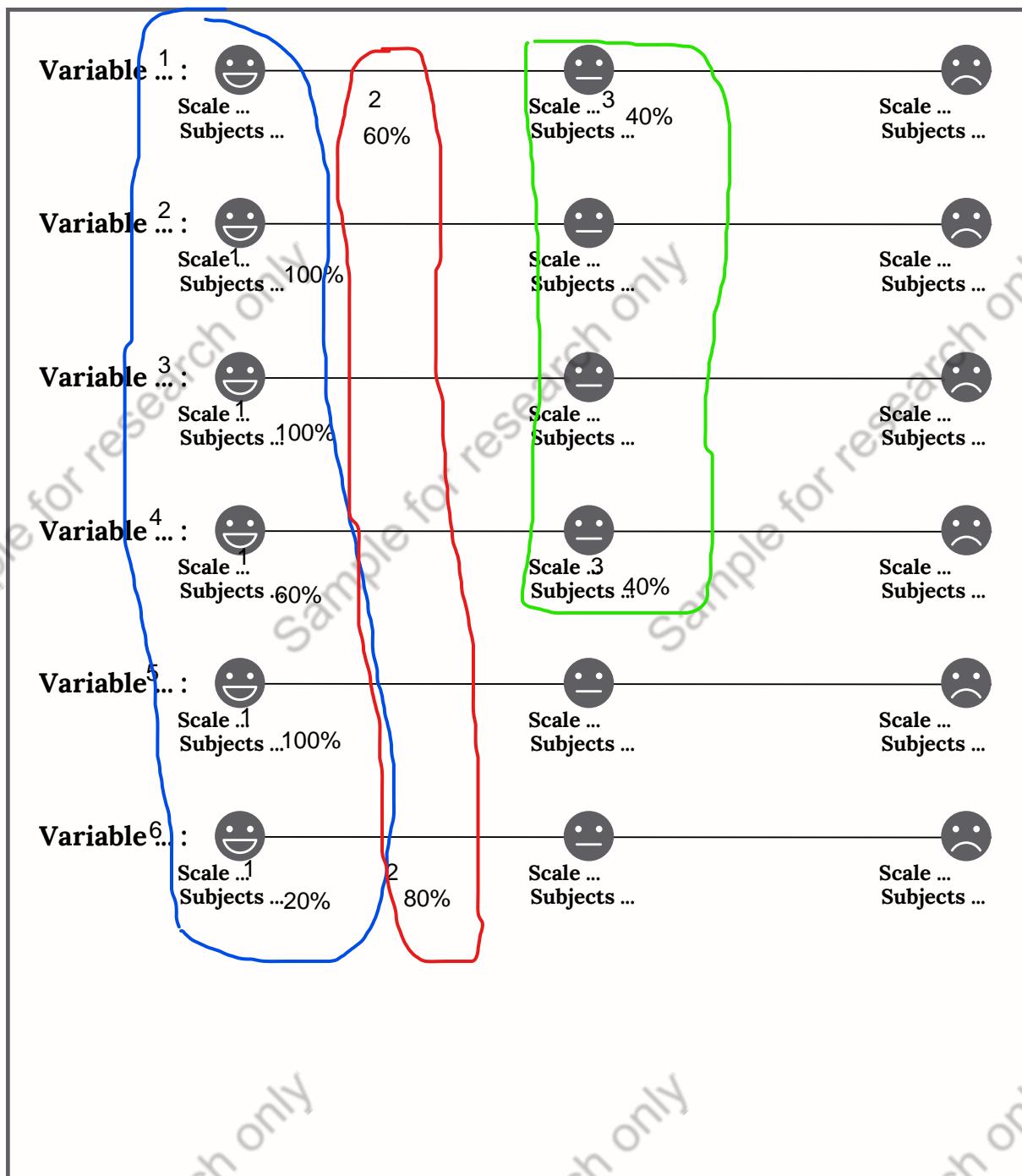
SYNTHESIZE CHARACTERISTICS AND RELEVANT GOALS

PATTERN

Persona:



6





14

Synthesize Explanation..

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1. Variable 1, 60% of customers are quite happy and 40% are happy because the application provides many payment methods.

Significant : Fairly happy

2. Variable 2, 100% of customers feel very happy because the information on interest in talent is quite clear

Significant : Very happy

3. Variable 3, 100% of customers are very happy because the application runs smoothly

Significant : Very happy

4. Variable 4, 60% of customers feel very happy and 40% are happy because of the level of security application is guaranteed

Significant : Very happy

5. Variable 5, 100% of customers are very happy because the application can be used in scope various networks, and can be accessed by all devices

Significant : Very happy

6. Variabel 6, 20% pelanggan merasa sangat senang dan 80% senang karena Metode pembelajaran yang cukup menarik dan mudah dimengerti

Signifikan : Senang

“

Want your
users to fall in
love with your
designs? Fall in
love with your
users.

Dana Chisnell

Check for Redundancy and Completeness



3



To do this validation



a number of questions have to be answered, such as are all the created personas significantly different



Do all the created personas represent the diversity of real-world behaviors and needs that the system will address



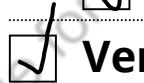
If two personas appear to differ only as to sociodemographic data



Either one of the redundant personas can be eliminated or the characteristics of personas should be further specified to show up the distinctions



At least one significant behavior should distinguish one persona from any other



Verification with other user

Validation was carried out using 5 other respondents for each persona. With

Thus, the results obtained are:

Variabel 1 : 60% 40% 0%

Variabel 2 : 100% 0% 0%

Variabel 3 : 100% 0% 0%

Variabel 4 : 60% 40% 0%

Variabel 5 : 100%

Variabel 6 : 20% 80% 0%

It can be concluded that the verification results from the respondents are the same as the hypothetical respondents so that no additional respondents are needed.

Validasi dilakukan menggunakan 5 responden lain untuk setiap persona. Dengan



1

DATE 7 MEI 2023

When validating with 5 other respondents for each persona, the results were obtained
that the verification of the respondent is similar to the respondent's hypothesis so it is not
necessary the addition of other respondents.



2

Check for Redundancy and Completeness

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Is there anything missing from the personas mappings, characteristics and objectives that needs to be added?

If so, please specify: There isn't any

To satisfy stakeholder assumptions or requests, does any other persona need to be added?

If so, please specify which persona should be added: There isn't any

Are they any two personas that differ only as to socio-demographic variables?

If so, please specify what decision is to be taken: There isn't any

a. Remove one of the personas. If so, specify which one:

b. Examine characteristics more thoroughly and differentiate personas:

Are all created personas significantly different?

If so, please state, which personas are alike: There isn't any

As a whole are the created personas representative enough of the diversity of real-world behaviour and needs?

Yes, because to make this application the development team conducted interviews with the participants the user so that the application is made in accordance with the wishes of the customer.

Conclusion



2

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After validating with 5 new respondents with one persona who has 5 different respondents from the initial respondents obtained answers that were similar to early responders. So, it can be said that the persona chosen is appropriate and according to the needs of each user.

Expand Description and Variable



3

TODAY I AM FEELING...

same day every day, keep going

TODAY I AM GOTING TO...

more efficient and diligent

TODAY I AM LOOKING FORWARD TO...

start everything as usual

MY AFFIRMATION TODAY

Gotta take a break, we're not robots



11

DATE 7 MEI 2023

Persona name: Meylinda

Age: 15

User quote:

Terus berambisi menjadi yang teratas

Lifestyle:

Actively using social media

Skill & Knowledge:

- Internet Smartphones
 Website Social media

Others:

Roles & tasks: Teens, Social Media

Profession: Junior High School student

Personality traits/ behaviour:

Sosial Media, Vlogger Content, Beauty

Motivation:

Learn to find identity and move on
develop

Segment:

Kesulitan dalam menemukan jati diri
Kesulitan dalam menentukan karir
Kesulitan dalam menemukan hal yang pas

Sketch persona:



“

To create a
memorable design,
you need to start
with a thought
that's worth
remembering.

Thomas Manss

Customer Journey Mapping

17



Persona 1
[Insert persona's name here]

- 1 Decide on a target customer persona and the scope of the journey to be explored today. Give them a visual representation, name and description.

- 2 Use sticky notes to build a back story, including the customer's reasons for taking this particular journey.

Ideally, 1 persona = 1 journey map. Duplicate these pages to repeat the exercise for another persona.

- 3

Key Attribute

Children who love to learn

Add your thought here

Short Description

Children who like to play learn flexibly easily and utilize applications for learning as well play

Add your thought here

Needs

Zaril needs an application that can recognize potential with interactive information

Add your thought here

Challenges

Looking for an application that informs about personality, potential, and talents that exist within himself validly and easily.

Add your thought here

Opportunities

We can plan to make applications that can find the identity of children who are still confused with their potential. The application will be made as simple and easy as possible so that children can use it as well as all ages.

Add your thought here



Persona 1

4 Describe the persona's journey in the first 3 rows, using one sticky note per action. "User actions" pertain to activities; "touchpoints" are interaction points like a website or email; and "pain points" refer to frustrations, errors and bottlenecks.

- 5** In the "emotions" row, move the dots up or down the colored spectrum to visually show how the persona's emotional experience rises and falls throughout the journey. Positive peaks = delight, while sudden drops = frustration.
- 6** In the final row, brainstorm possible solutions or areas of opportunity to improve the persona's experience.

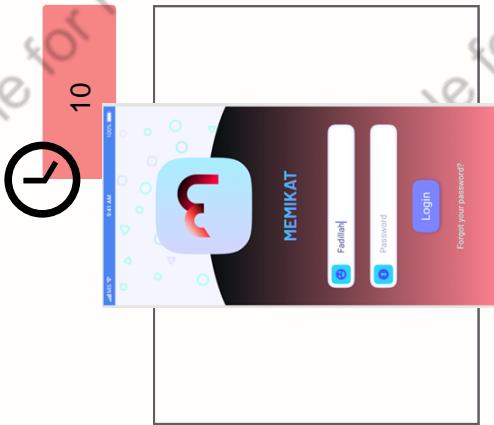
Possible Solutions	Solutions	Emotions	Toughpoints	Pain points	User Actions	Consideration	Purchase	Onboarding	Advocacy

“

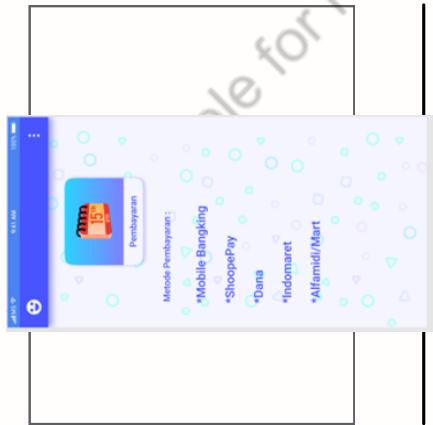
Usability rules the Web. Simply stated, if the customer can't find a product, then he or she will not buy it.

Jakob Nielsen

User Scenarios and Stories

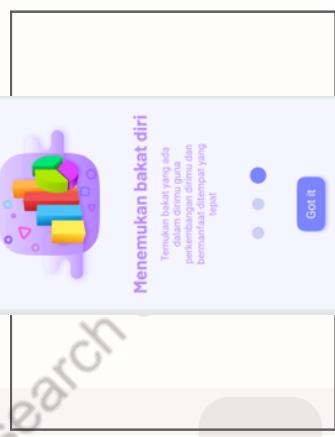


Menu Login/Registrasi

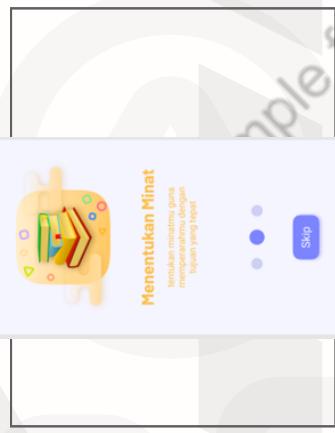


Pengguna dapat memilih

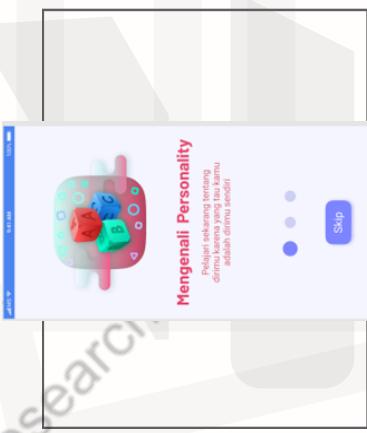
metode pembayaran



Tutorial, Got it



Tutorial, Skip



Tutorial, Skip



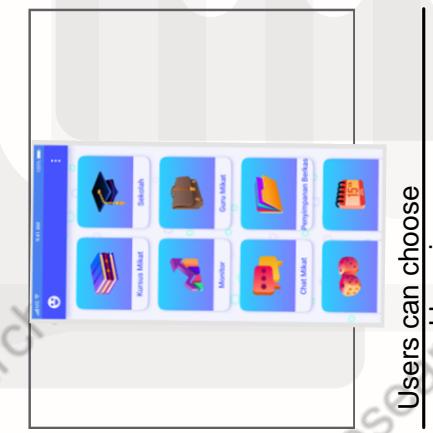
Users can choose

features in various areas of interest



Users can view users

other and can interact with each other

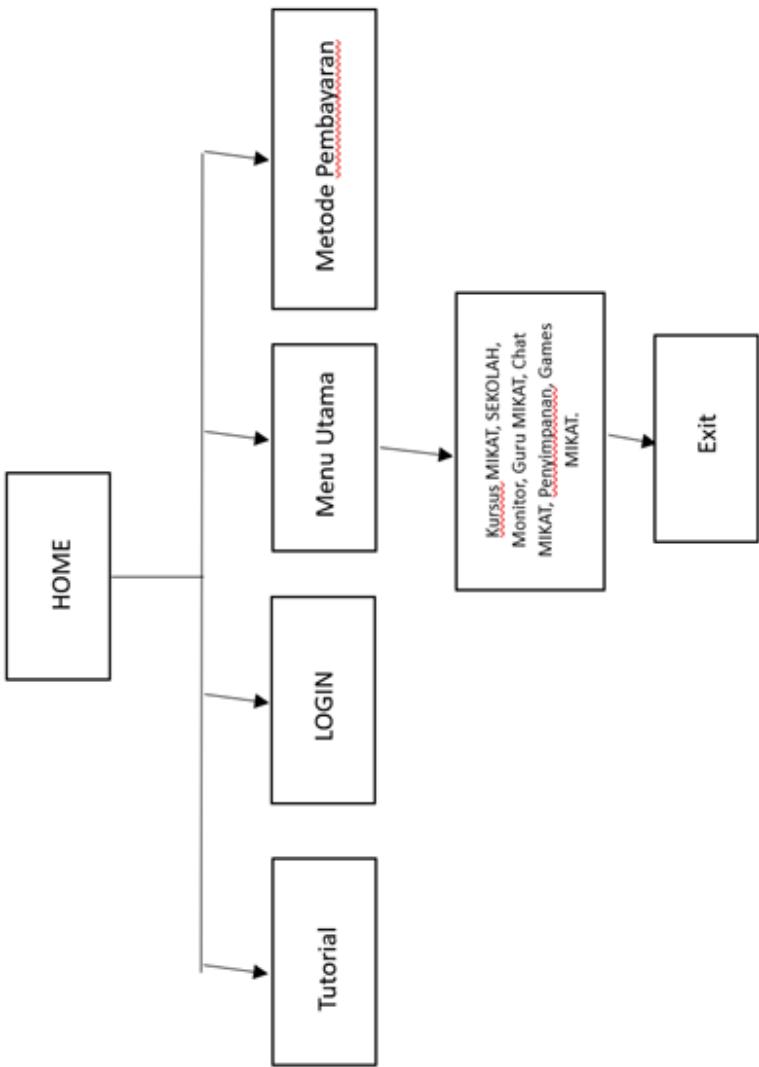


Users can choose
several learning menus
according to talent

Page 42_ from 1—

Sistem

22



1

Gitternally



12

Wireframing



Screen name:

Tutorial

Component:

Button

Skip

Heuristic violated:

Tampilan Awal Tutorial



12

Wireframing



Screen name:

Tutorial

Component:

Button

Skip

Heuristic violated:

Tampilan Awal Tutorial



12

Wireframing

**Screen name:**

Tutorial

Component:

Button

Got it

Heuristic violated:

Tampilan Awal Tutorial



12

Wireframing

**Screen name:**

Menu Login/ Registrasi

Component:

Button

username

Password

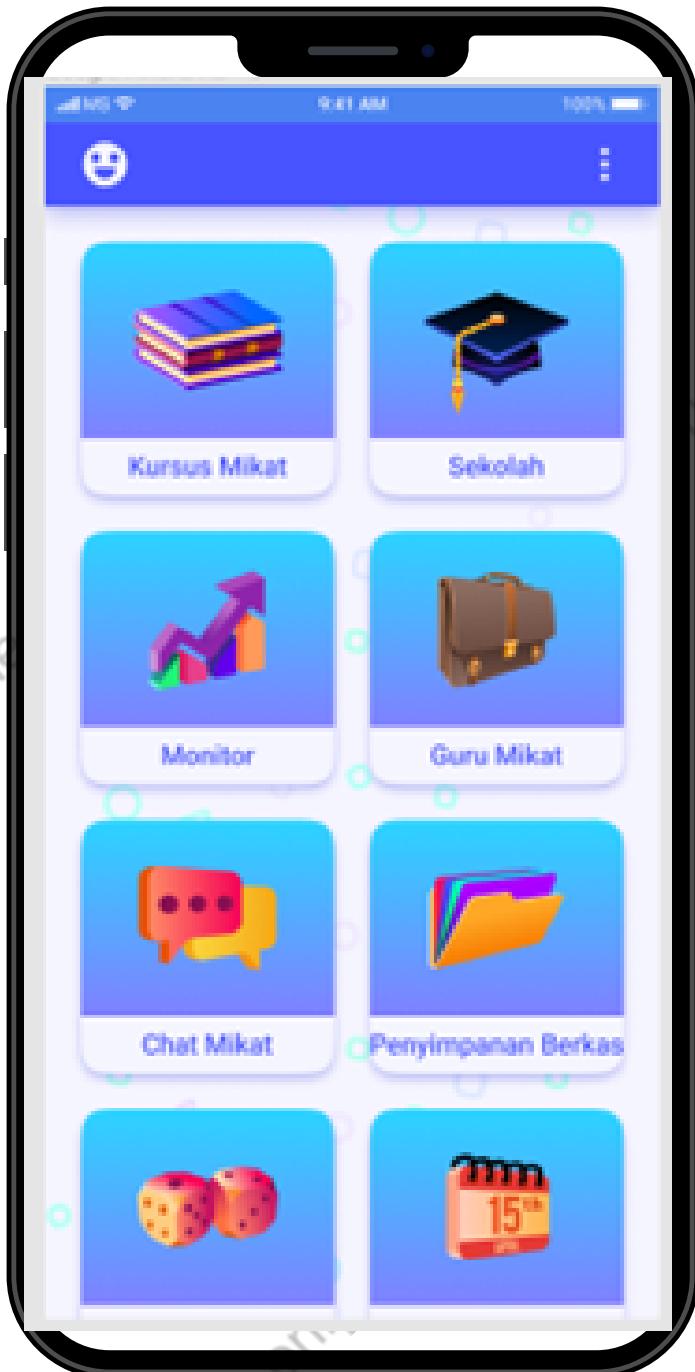
Heuristic violated:

Login menu display

Wireframing



12



Screen name:

Main course

Component:

Button

various menus

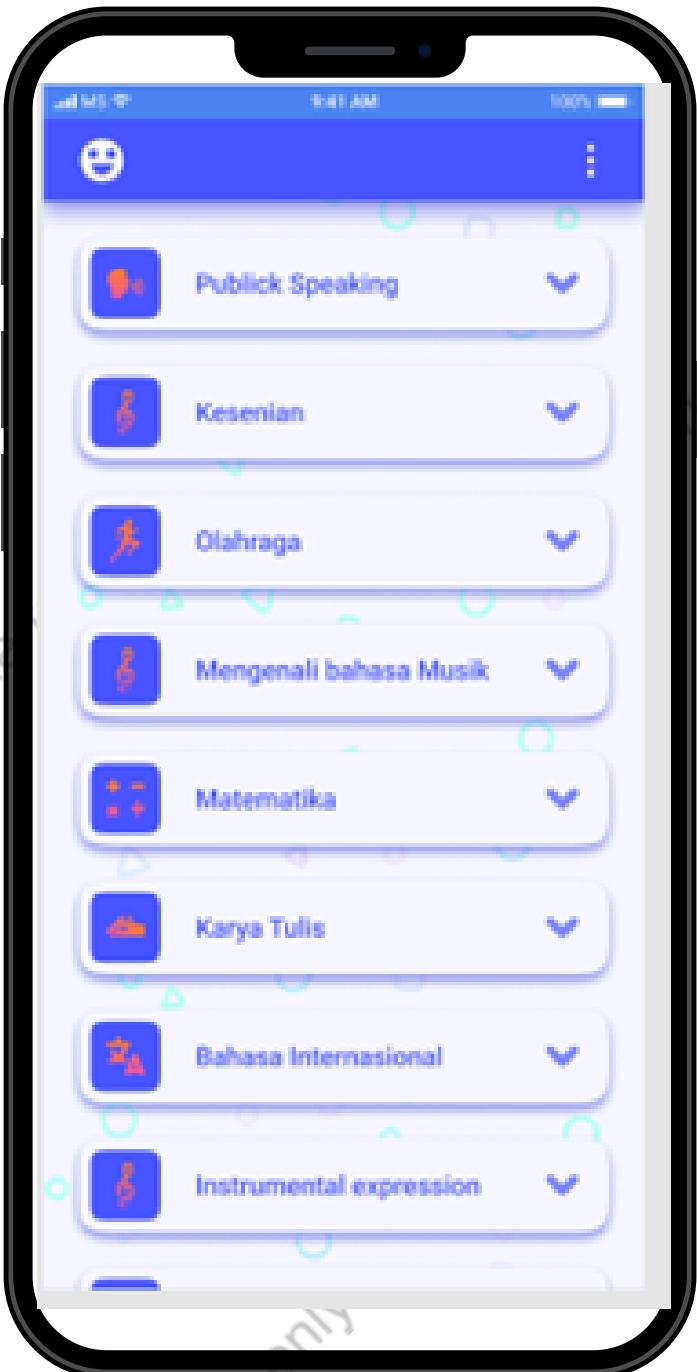
Heuristic violated:

Display various menus



12

Wireframing



Screen name:

Talent Interest Feature

Component:

Button

Some Talent Interest Methods

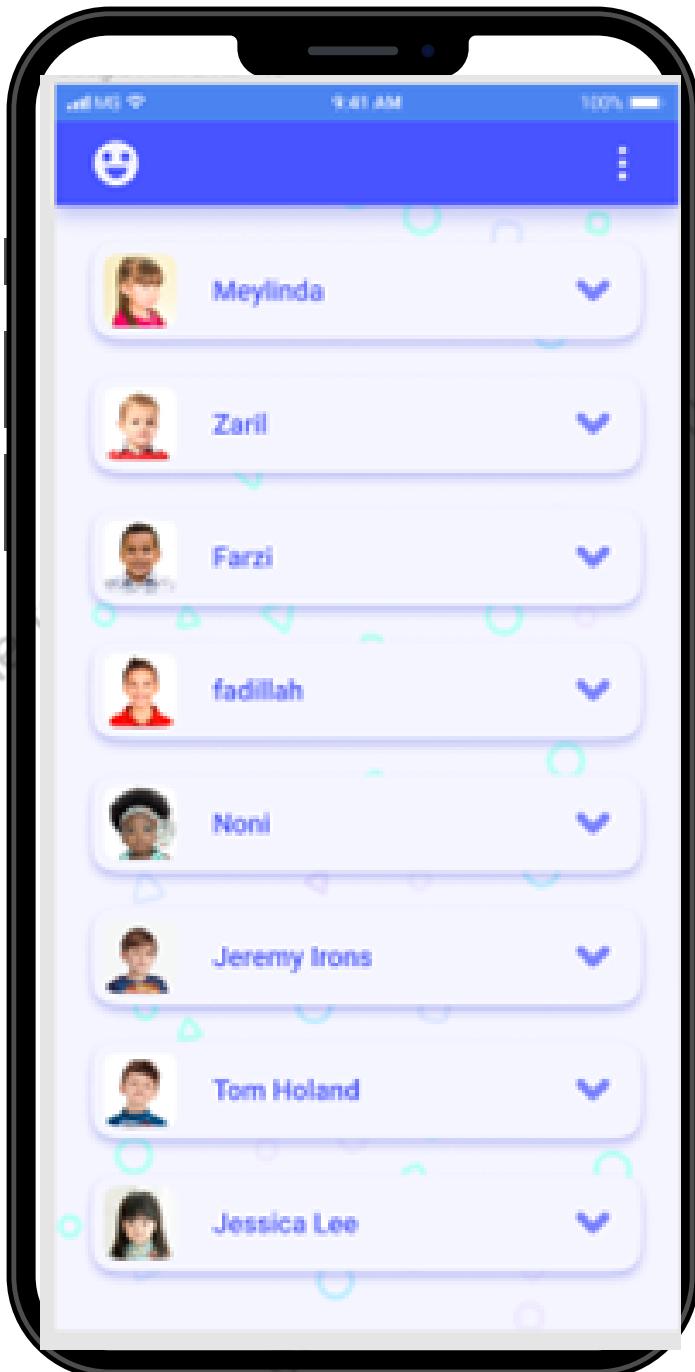
Heuristic violated:

Display Some features ask talent



12

Wireframing



Screen name:

User Features

Component:

Button

User Profile

Heuristic violated:

This menu display can see

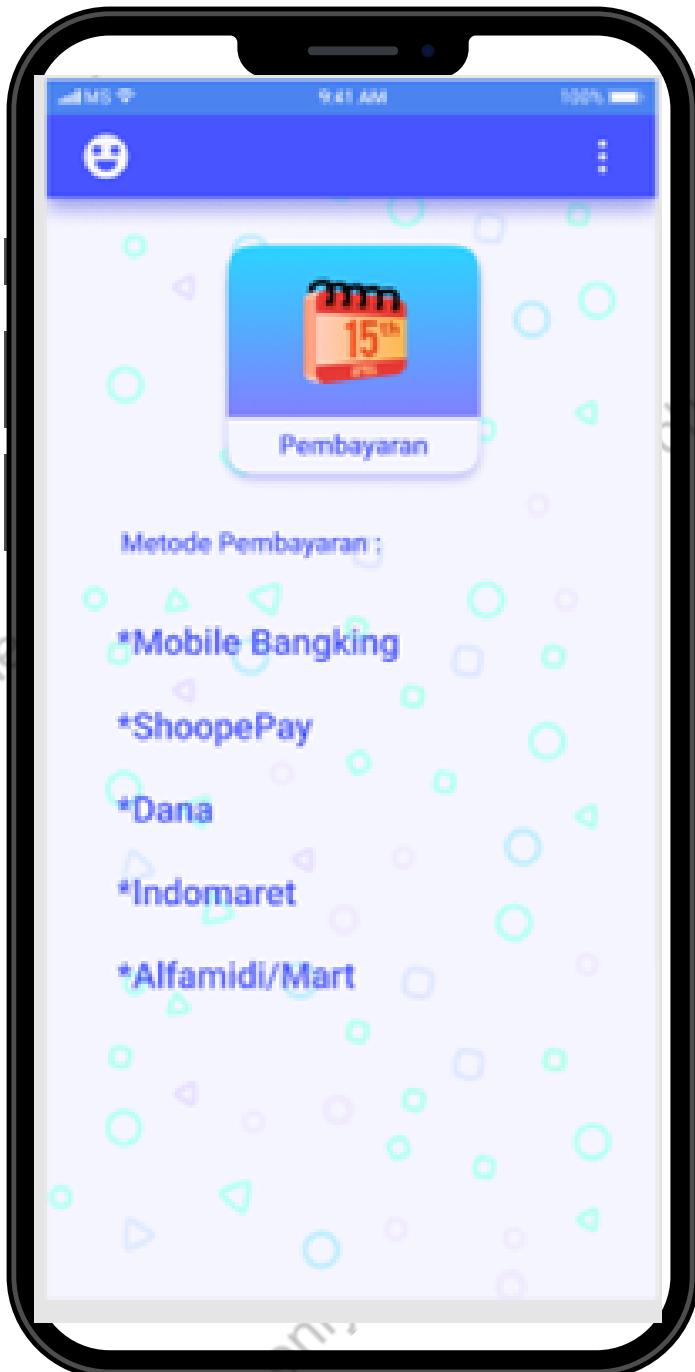
user profile and can be mutually

interact



12

Wireframing

**Screen name:**

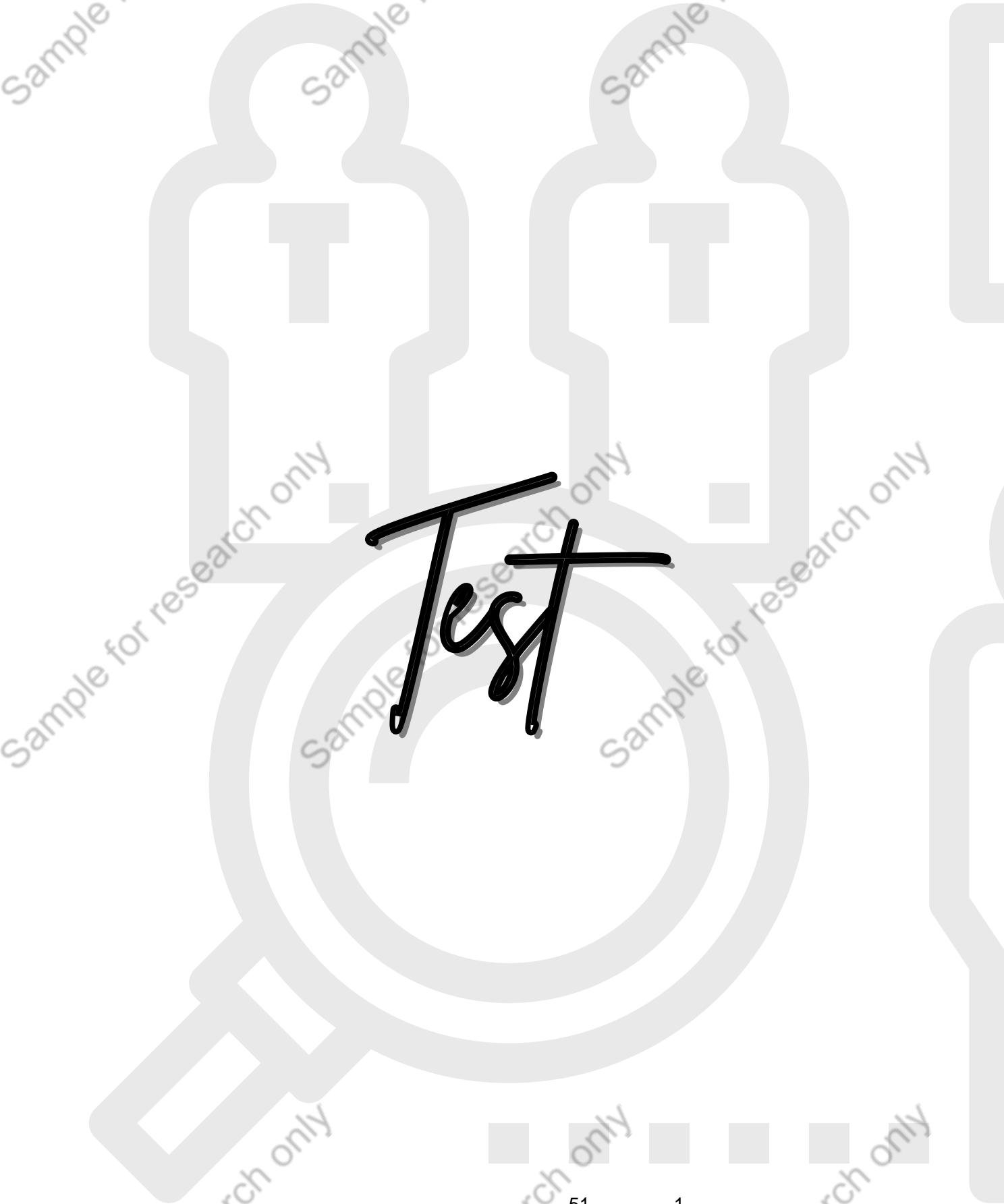
Payment method

Component:

This view displays the features
payment method

Heuristic violated:

This view displays the features
payment method



Qual & Quant



12

QUALITATIVE RESEARCH

- Focus on "why"
- inform design decisions
- identify usability issues and find solutions
- Findings based on the researcher's impressions, interpretations, and prior knowledge

QUANTITATIVE RESEARCH

- Focus on "how many" & "how much"
- evaluate the usability of an existing site
- track usability over time
- compare site with competitors

USER REVIEWS

The reason I use quantitative research is because this research can focus deeply about the user experience and features. One of them uses the method AB Testing is a method that is suitable for checking game learning systems Its function is to understand experience, identify needs, and serve as a comparison tool against a similar system with the latest system based on what is needed by the user.

AB Testing



40



Variable ... : Scale ... 80% Subjects ... Meylinda, zaril, farzi
 Scale ... 20% Subjects ... Noni
 Scale ... Subjects ...

Note: Because there are more views

displays the application introduction

Variable ... : Scale ... 80% Subjects ... Meylinda, zaril, farzi
 Scale ... 20% Subjects ... Noni
 Scale ... Subjects ...

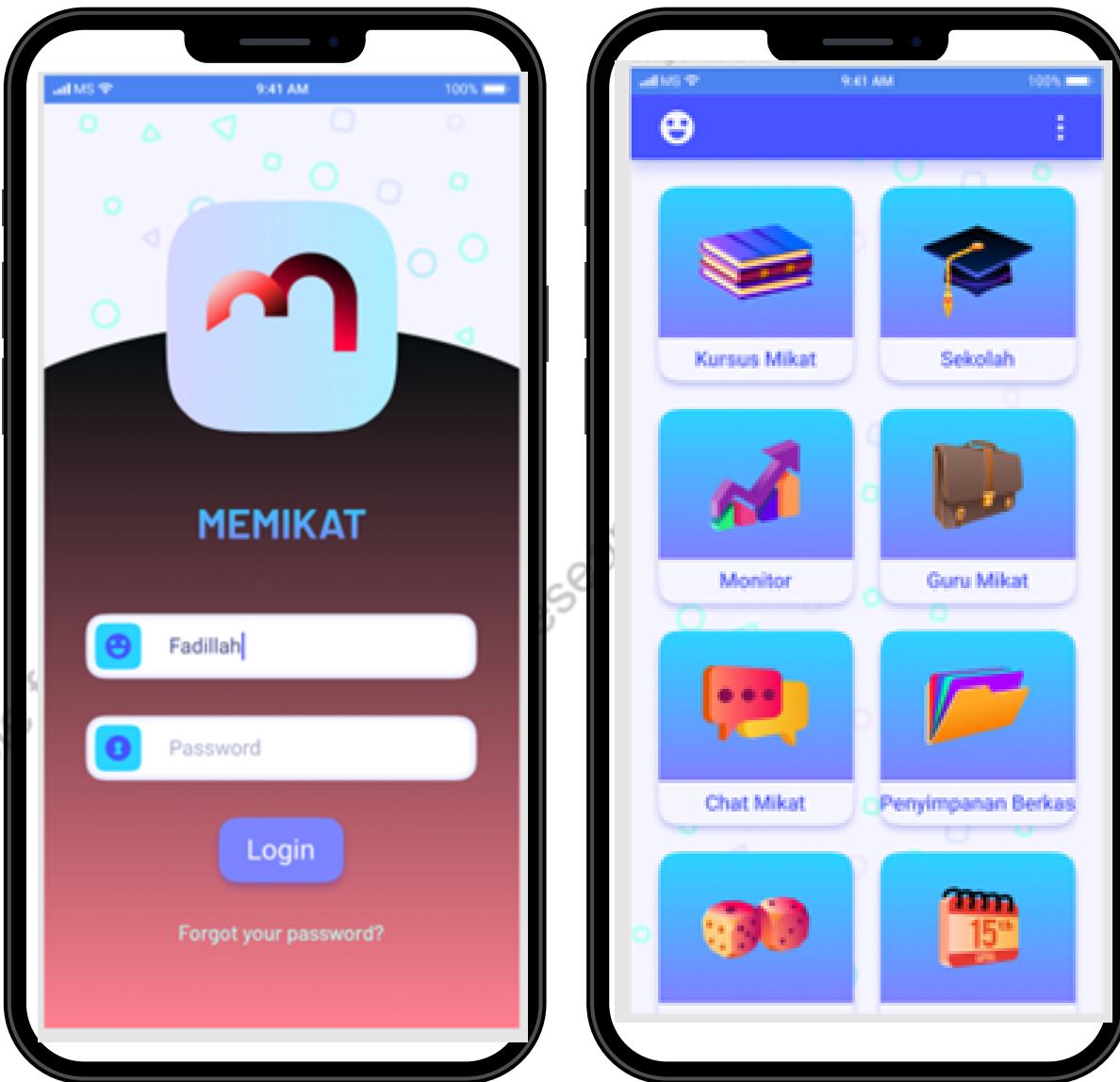
Note: Karena tampilan yang lebih banyak

menampilkan pengenalan aplikasi

AB Testing



40



Variable ... : Scale ... 100% Subjects ... Meylinda, zaril, farzi, Noni Scale ... Subjects ... Scale ... Subjects ...

Note: helped by the easy login menu

and the forgot password feature according to the user
enough in the login menu

Variable ... : Scale ... 80% Subjects ... Meylinda, zaril, Noni Scale ... 20% Subjects ... Scale ... Subjects ... Farzi

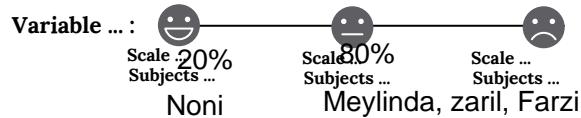
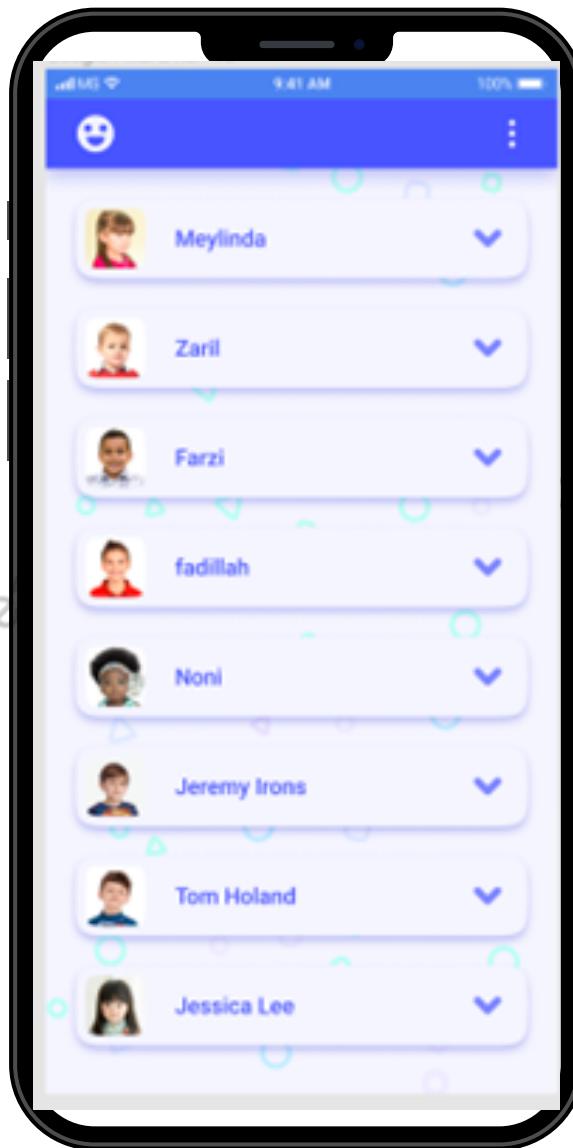
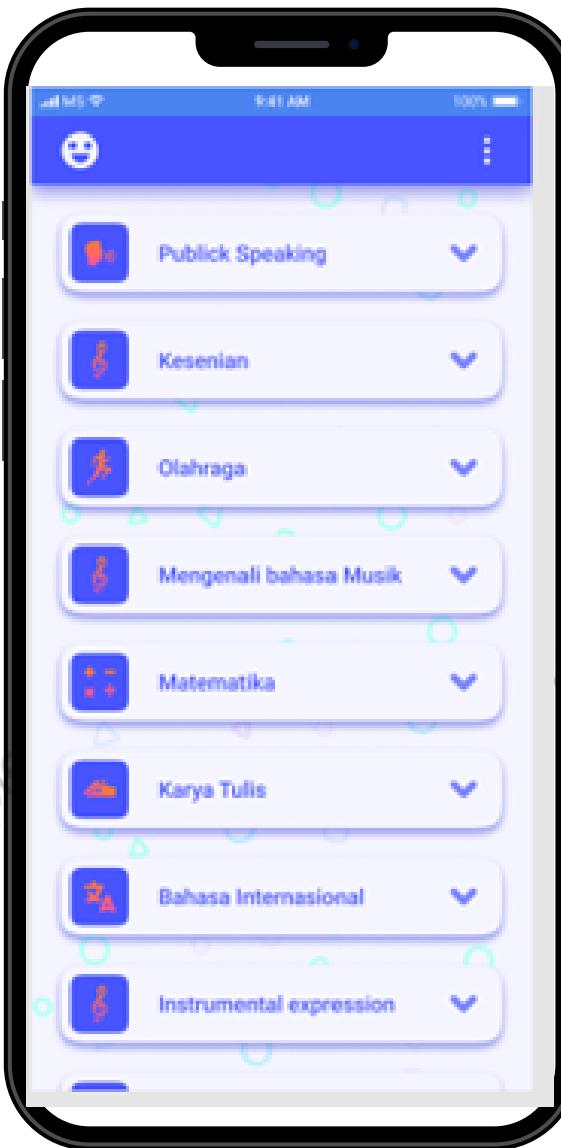
Note: karena tidak ditampilkannya menu perunjuk

dapat membingungkan pengguna saat
memilih beberapa menu lainnya

AB Testing

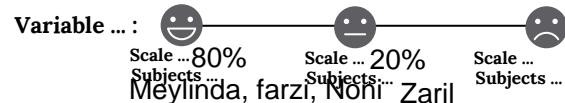


40



Note: In this prototype less users

satisfied because the display in this menu
is lacking interesting as well as the name



Note: In this prototype the user feels satisfied

because it is presented with a menu to see friends as
well interact with friends



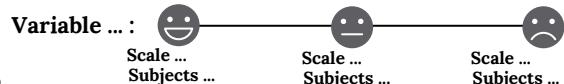
40

AB Testing



Note: Pada prototype ini pengguna merasa puas

karena terdapat banyak pilihan metode pembayaran



Note:

Verification

HYPOTHESES	PERSONAS	EXPLANATION
H0	Children who like to play learn	From the results of the system above, if a comparative test is carried out with \ the application similar, the user has had enough experience of the educational application system This study is in accordance with what has been expected by the user and can function according to its use



Objective Explanation..

DATE _____

My reason for making the first page a simple menu is to make it easier for the user to navigate these users and sometimes there are also users who want to quickly enter into this application.

For the second page, I will immediately display the main menu which is already open and can be selected later

class class by user. The third page goes to sub-classes that can only be used \

according to the previously opened menu. On the fourth page here enter

go to the learning menu. namely questions and raised questions that must be answered with

correct by the user, apart from that this page also displays additional opportunities to answer questions

which are given.

Objective Behavioral Variables

OBSERVED BEHAVIORAL VARIABLE

Ease of getting a class that suits the user's talent

- 90% have been represented by user stories of children who like to learn online

The convenience of children using gadgets for talent education

- 90% have been represented by user stories of children who like to learn online

The ease of the children determines the child's interest in talent
a subclass of a class that has many options

- 90% have been represented by user stories of children who like to learn online

Ease of children showing talents at any time and anywhere

- 90% have been represented by user stories of children who like to learn online

Ease of getting additional classes in the class menu

- 90% have been represented by user stories of children who like to learn online

Sample for research only

1

3

SCALE

- 90% have been represented by user stories of children who like to learn online

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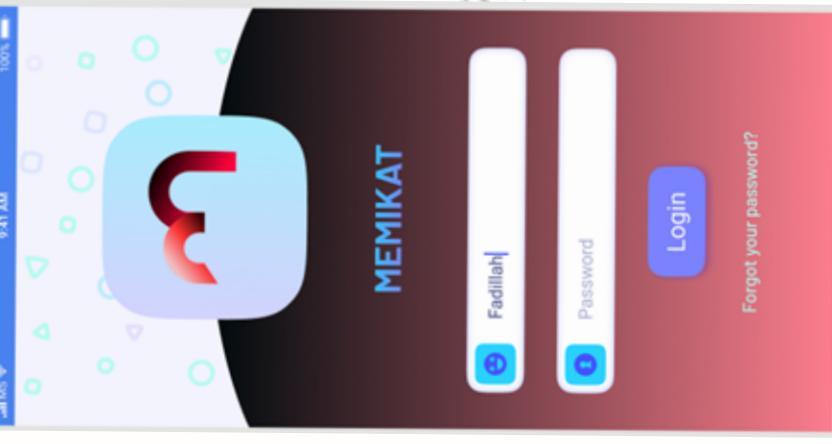
Acceptance Criteria

Positive Case			
Given	When	Then	User Interface
User open application	Button Got it	Got it Type : Strings 5 Characters	 <p>Menemukan bakat diri</p> <p>Temukan bakat yang ada dalam dirimu guna perkembangan dirimu dan bermanfaat di tempat yang tepat</p> <p>...</p> <p>Got it</p>

Acceptance Criteria



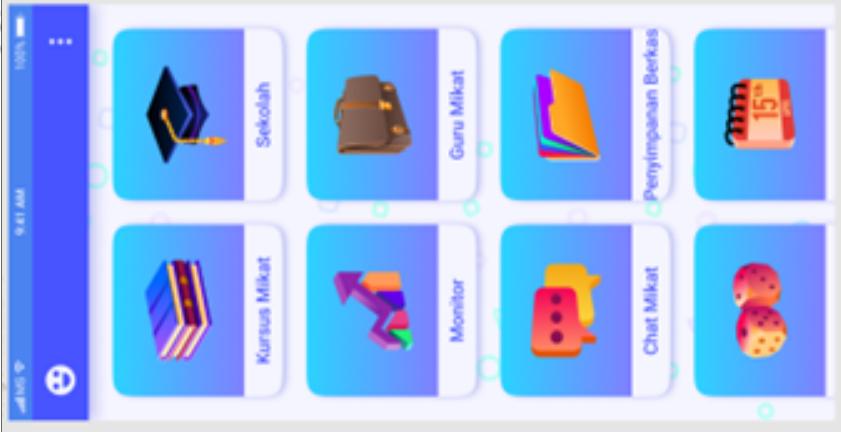
50

Positive Case			
Given	When	Then	User Interface
Login	when click got it will open login menu	<p>login view</p> <p> usernames Type : String & Integer Minimum : 4 Characters Maximum : - Character</p> <p> Passwords Type : String & Integer Minimum : 4 Characters Maximum : 12 Characters</p> <p>Login</p>	

Acceptance Criteria



50

Positive Case		User Interface	
Given	When	Then	
Main course	Displays menus main when click login	Main course Mikat Course Type : Integer School Type : Integer Monitors Type : Integer Alluring teacher Type : Integer Enchanting Chat Type : Integer file storage Type : Integer	

Acceptance Criteria

Positive Case	
Given	When
Interest feature Talent	After Click menu main view following talent features

Then

Showing Talent Interest Feature
Publik Speaking
Tipe : Integer

Kesenian

Tipe : Integer

Olahraga

Tipe : Integer

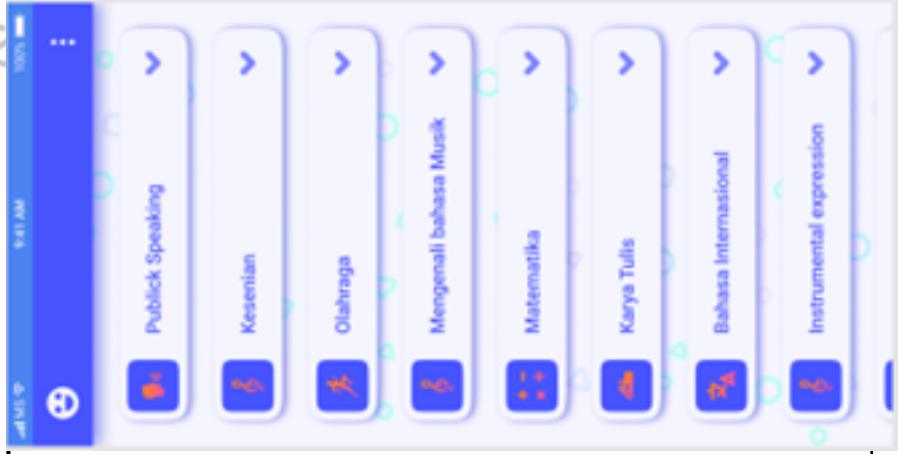
Mengenali bahasa Musik

Matematika

Karya Tulis

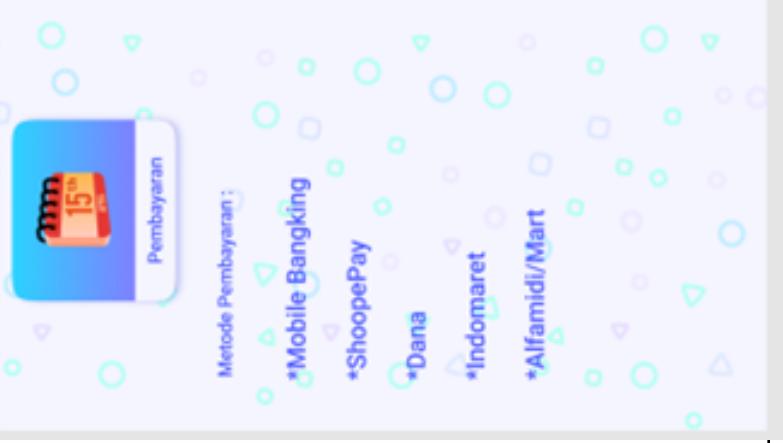
Bahasa Internasional

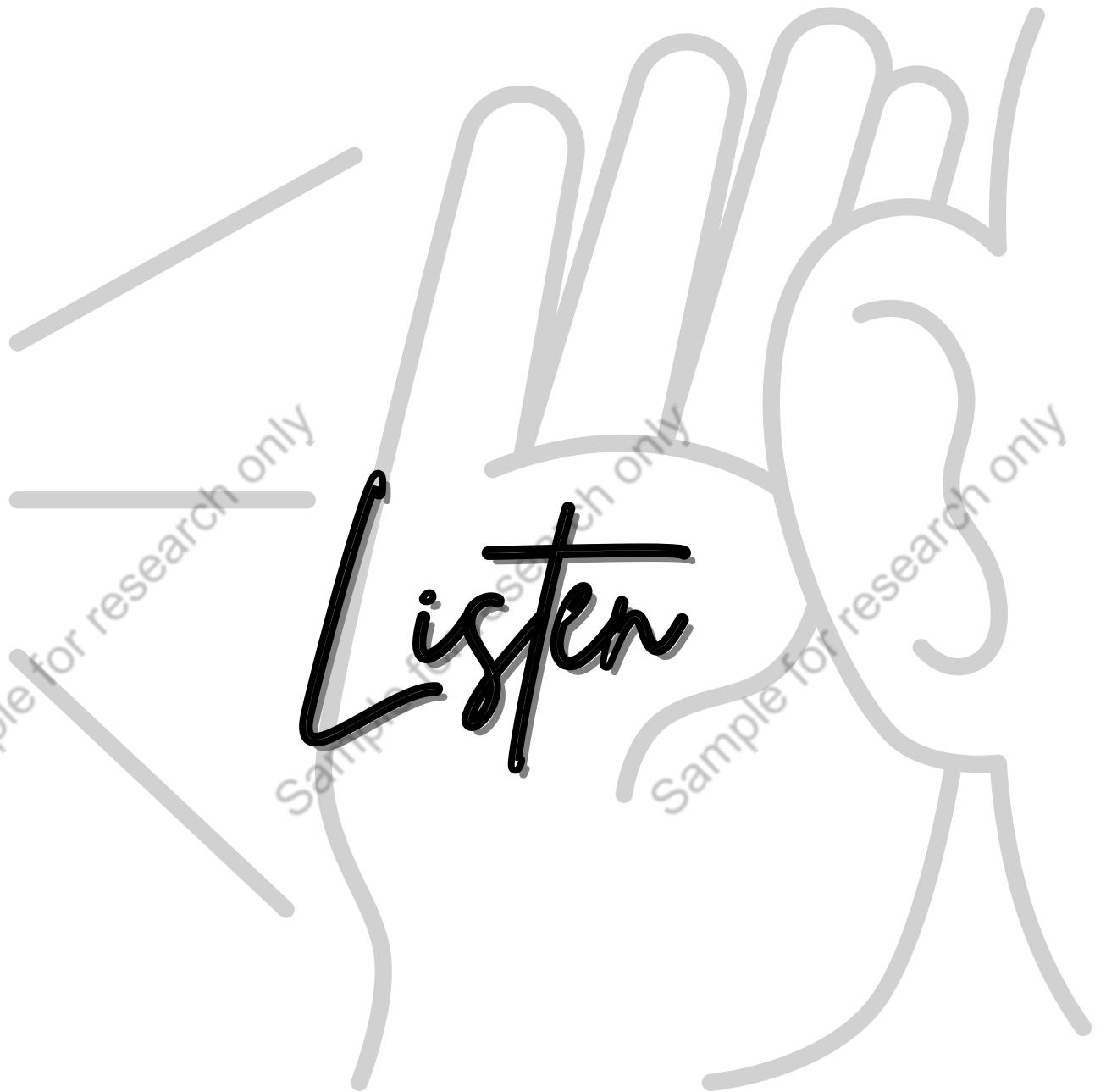
Instrumental expression



Acceptance Criteria

L 50

Negative Case		User Interface	
Given	When	Then	
Method payment	this feature is the menu payment with using a variety specified method	<p>Metode pembayaran</p> <p>Mobile Banking Type : Integer</p> <p>ShopeePay Type : Integer</p> <p>Fund Type : Integer</p> <p>Indomaret Type : Integer</p> <p>Alfamidi/Mart Type : Integer</p> 	 <p>Pembayaran</p> <p>Metode Pembayaran:</p> <ul style="list-style-type: none">*Mobile Banking*ShopeePay*Dana*Indomaret*Alfamidi/Mart



Listen



11

Follow up.

DATE 8 Mei 2023

In this application that we have developed, it is in accordance with what is needed by

users like the additional payment method features. With all these features

Users are expected to be able to take advantage of the application and be able to attract several users to

use this system. After carrying out further observations and analysis with users, it is still the same

need a system that can interact with other talent scouts as well.



The process to optimize your resource for the quality User Requirement



FROM DEVELOPER TO
DEVELOPER