# **DiTenun Website**

## Redesign Concept

lives of traditional Indonesian weaving craftsmen.

DiTenun is an application development project that supports traditional industrial weaving fabrics that can produce new motives according to the wishes of the user. DiTenun Website is used not only as a medium that provides information about woven fabrics, but also as a medium to communicate between buyers and weavers as well as commercial media designed to buy and sell products produced by the application Woven. DiTenun is currently already running on mobile applications and websites. DiTenun Website can be accessed through the link http:// www.ditenun.com via smartphone or desktop.

DiTenun has a mission to develop the archipelago weaving motifs and make it easily accessible universally. Improve the welfare of the community woven fabrics through traditional skills based on technology. DiTenun application makes designing and making new weaving motifs easily, fast and automatic. In addition to the application of various derivative products produced and developed such as WEB-based applications and goods products such as print books and professional quality digital motifs, fashion products, home decore products, and other products. This research is also expected to develop a traditional Indonesian weaving industry that is finally able to improve the welfare of the

evaluation to identify serious problems with the product from the side of experts who are already experts in conducting usability inspections. The second step is to perform usability testing to the real user to see the problems that refer more to the user experience in real terms to the product. Heuristic Evaluation These results are displayed in table Form based on the Ten Principles of heuristic evaluation by Jakob Nielsen. The number of findings found by

the three evaluators based on the principles of HE Jakob Nielsen can be seen in the following table

Findings

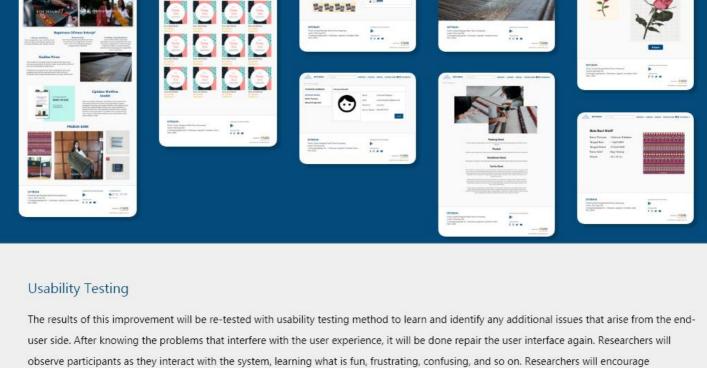
The methods used in this study are divided into two, namely heuristic evaluation and usability testing. The method used first is heuristic

## No

Evaluator Evaluator Evaluator Heuristic principles C A Visibility of system status 12 1.5 Match between system and real







### **Quantitative Data** Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Ju

4.33 5.25 2.50 7.25 25.5 3.88 5.67 6.20 3 3 3 0 3 3 3 3 0 3.12 7.85 11.42 10.00 10.50 42.89 0.35 0.95 0.59 0.62 3.61 4 Partisipan 4 2 2 3 3 2 3 2 3 3 3 Partisipan 5 1.08 2.25 3.33 3.00 5.33 14.99 5 Partisipan 5 2 1 3 2 3 1 3 2 2 1 20 5.57 23.32 Rata - rata 2.55 3.76 6.36 5.08 **Qualitative Data** 

The overall results of the lecture data in the form of observation and think aloud as well as open interview analyzed based on the problem and

Task 1 Task 2 Task 3 Task 4 Task 5 Total

participants to think aloud, meaning to verbalize their minds when interacting with the user interface. Researchers will give them a task to work on and let the user speak. Quantitative data is derived from the data of SUS questionnaire and the time data of participant task execution while

qualitative data usability testing is obtained from aloud think data, observation, and open interview

### the number of participants affected, then given the appropriate improvement recommendation based on the analysis of the researchers. Findings and analysis of usability issues that have been made into the finding code and given improvement recommendations based on the number of affected participants and their impact to the user experience. Total usability problem results from usability testing were 37 findings

divide into local and global findings. Second Prototype To improve the final prototype of the website based on recommendation analysis of Usability Testing method



Purpose

Method

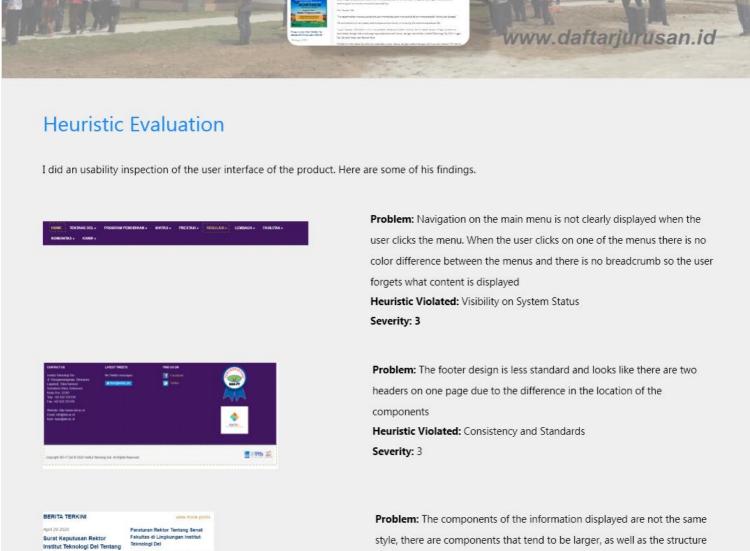






## The methods carried out in the construction of this website are Heuristic Evaluation and Usability Testing. **Current Website**

Rebuild the user interface of IT Del website on several pages such as Main Page, About Us and Education Program.

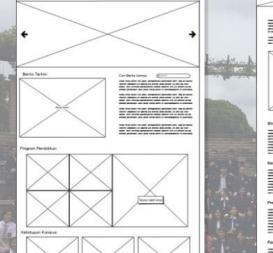


Severity: 3

## First Prototype

Pengangkatan Ketua Program Studi Sarjana Teknik Elektro di Institut Teknologi Del

Institut Teknologi Del



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Institut Teknologi Del

Program Pendidikan

style, there are components that tend to be larger, as well as the structure

of the kompinen that has not been organized neatly and regularly.

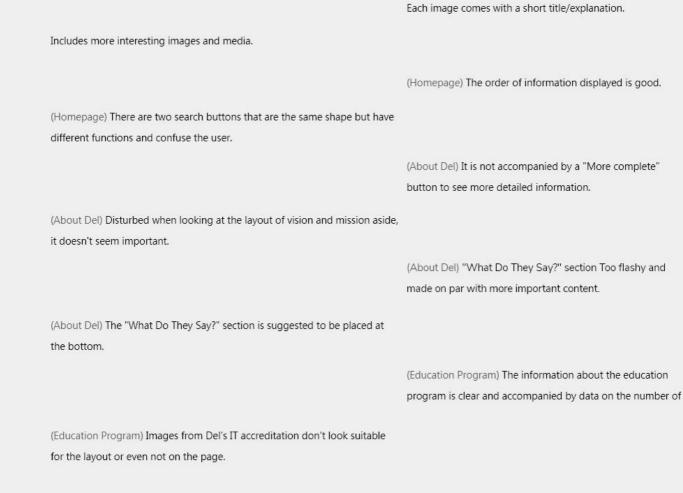
Heuristic Violated: Aeshtetic and Minimalist Design

# **Usability Testing**

vision.

Second Prototype

PENGUMUMAN IALUR PMDK



The distance between the content is too tight, interfering with the user's

THINK ALOUD

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- settap benem end bethego memore ourse.

SUMMARY OF FINDINGS

# Research

Watch electric car

videos and remote

control applications.

**COEVER** 

Background

Challenge

**User Flow** 

Driving Car from Anywhere

Today, many well-known car brands have developed their cars into electric cars, meaning they no longer use fuel oil but use electric power to

Here I will build the remote control application user interface. The app can control and manage the needs of electric car users anywhere and anytime. The features included in this app are related to traveling to various locations, viewing the status of the car, being able to service the car,

View variations in

related/similar app

design

Read articles related to

electric car features and

technology

Coever comes into the application used by electric car owners to control their cars wherever they are easily and efficiently. In addition to

run cars. This car will certainly be more environmentally friendly and have great investment opportunities in the future.

Visit the famous electric

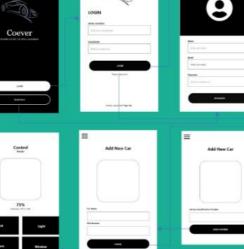
car website.

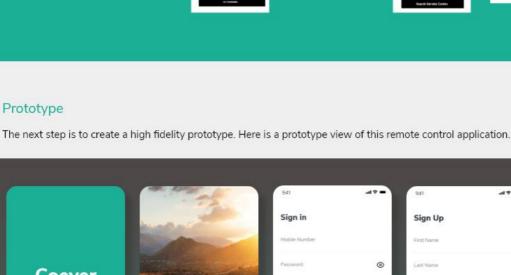
Here I try to explain the flow of the app using user flow diagrams from the authentication process, drive and other features available.

Here's a wireframe view of this remote control app followed by a flow from the authentication process to the user's existing features.

controlling their cars, there are various features that make it easy for the owners of these electric cars.

charge the car and control the use of the car (lights, temperature, horn and speed).





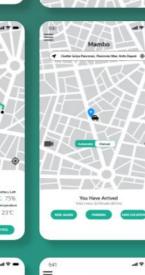




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Prototype

Wireframe



