

LAPORAN AKHIR PRAKTIKUM

Mata praktikum : INTERAKSI MANUSIA DAN KOMPUTER
Kelas : 3IA11
Praktikum ke- : 7
Tanggal : 11/28/2024
Materi : SUS
Npm : 51422161
Nama : MUHAMMAD TARMIDZI BARIQ
Ketua asisten : FITRI
Jumlah lembar : 7



LABORATORIUM TEKNIK INFORMATIKA

UNIVERSITAS GUNADARMA

2024

Silahkan masukkan hasil penilaian kakak pj dan asisten ke dalam template SUS, 1 orang 1 template. (Masukkan ke dalam word ke3nya)

Hitunglah nilai total yang kalian dapatkan dari hasil pengisian kakak PJ dan asisten! (Masukkan ke dalam word ke3nya)

Mintalah tanggapan teman kelas kalian (maks 2 orang mengenai aplikasi yang kalian buat) tulis nama + npm

System Usability Scale - FITRI

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No	Questionnaires	Scale (s)					Deviation	SUS
		1	2	3	4	5		
1	I think that I would like to use this system frequently				V		s – 1	3
2	I found the system unnecessarily complex				V		5 – s	1
3	I thought the system was easy to use					V	s – 1	4
4	I think that I would need the support of a technical person to be able to use this system			V			5 – s	2
5	I found the various functions in this system were well integrated					V	s – 1	4
6	I thought there was too much inconsistency in this system		V				5 – s	3
7	I would imagine that most people would learn to use this system very quickly					V	s – 1	4
8	I found the system very cumbersome to use	V					5 – s	4
9	I felt very confident using the system			V			s – 1	2
10	I needed to learn a lot of things before I could get going with this system		V				5 – s	3
SUS Total								30

Nilai Akhir SUS = SUS Total * 2.5

Grade	
A	>81
B	68 – 80
C	68
D	51 – 67
E	<50

Nilai Akhir SUS = SUS Total * 2.5
 = 30 * 2.5
 = 75
Grade SUS = B

System Usability Scale - HADZIQ

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No	Questionnaires	Scale (s)					Deviation	SUS
		1	2	3	4	5		
1	I think that I would like to use this system frequently					V	s – 1	5
2	I found the system unnecessarily complex		V				5 – s	3
3	I thought the system was easy to use					V	s – 1	4
4	I think that I would need the support of a technical person to be able to use this system	V					5 – s	4
5	I found the various functions in this system were well integrated					V	s – 1	4
6	I thought there was too much inconsistency in this system	V					5 – s	3
7	I would imagine that most people would learn to use this system very quickly				V		s – 1	3
8	I found the system very cumbersome to use	V					5 – s	4
9	I felt very confident using the system					V	s – 1	4
10	I needed to learn a lot of things before I could get going with this system	V					5 – s	4
SUS Total								38

Nilai Akhir SUS = SUS Total * 2.5

Grade	
A	>81
B	68 – 80
C	68
D	51 – 67
E	<50

Nilai Akhir SUS = SUS Total * 2.5
 = 38 * 2.5
 = 95
Grade SUS = A

System Usability Scale - DWIKI

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No	Questionnaires	Scale (s)					Deviation	SUS
		1	2	3	4	5		
1	I think that I would like to use this system frequently					V	s – 1	5
2	I found the system unnecessarily complex		V				5 – s	3
3	I thought the system was easy to use					V	s – 1	4
4	I think that I would need the support of a technical person to be able to use this system	V					5 – s	4
5	I found the various functions in this system were well integrated					V	s – 1	4
6	I thought there was too much inconsistency in this system	V					5 – s	3
7	I would imagine that most people would learn to use this system very quickly				V		s – 1	3
8	I found the system very cumbersome to use	V					5 – s	4
9	I felt very confident using the system					V	s – 1	4
10	I needed to learn a lot of things before I could get going with this system	V					5 – s	4
SUS Total								38

Nilai Akhir SUS = SUS Total * 2.5
--

Grade	
A	>81
B	68 – 80
C	68
D	51 – 67
E	<50

Nilai Akhir SUS	=	SUS Total * 2.5
	=	38 * 2.5
	=	95
Grade SUS	=	A

Nilai Akhir SUS = SUS Total / 3
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Grade	
A	>81
B	68 – 80
C	68
D	51 – 67
E	<50

Nilai Akhir SUS = $(75 + 95 + 95) / 3$

= 88,3

Grade SUS = A

Muhammad Farhan Zidan – 51422039

Dari segi desain semuanya udah rapih bagus juga penempatan masing masing layout maupun button hanya lebih baik lagi jika sebelum masuk apk baiknya di login terlebih dahulu dan tambahkan button kembali pada tiap masuk wireframe.

Nadia Ailsa – 51422191

Memiliki desain yang rapi dan navigasi yang konsisten, dengan menu bawah yang sederhana dan mudah dipahami. Informasi seperti jadwal bus, tarif promosi, dan riwayat pemesanan disusun secara terstruktur, memberikan kemudahan bagi pengguna. Untuk meningkatkan hierarki visual, informasi utama seperti waktu keberangkatan dan harga bisa lebih ditonjolkan dengan perbedaan ukuran atau warna.