

INTISARI

STUDI PERANCANGAN DESAIN ANTARMUKA SISTEM PENCARIAN BERBASIS KOLABORASI SEBAGAI E-LEARNING SISWA DENGAN METODE DESIGN THINKING

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Perkembangan teknologi digital yang pesat menyebabkan melimpahnya informasi dan memunculkan tantangan penurunan skor literasi digital serta kebutuhan akan validasi sosial. Oleh karena itu, kolaborasi menjadi penting untuk memungkinkan siswa mengevaluasi sumber dan membangun pemahaman terverifikasi. Penelitian ini bertujuan merancang dan mengevaluasi prototipe antarmuka (UI/UX) sistem pencarian berbasis kolaborasi untuk siswa SD melalui metode *Design Thinking*, dengan harapan sistem ini berfungsi sebagai *e-learning* yang efektif dalam memperkuat literasi dan motivasi belajar siswa.

Evaluasi dua iterasi pada siswa SD menunjukkan peningkatan signifikan pada *usability*, di mana *Success Rate* meningkat menjadi 87,07% (dari 53,73%) dan *Completion Time* berkurang menjadi 39,92 detik. Berdasarkan UEQ (*User Experience Questionnaire*), aspek fungsionalitas (*Perspicuity* 1,73; *Efficiency* 1,75; *Dependability* 1,92) meningkat tajam. Namun, aspek daya tarik (*Attractiveness* 1,90) dan inovasi (*Novelty* 1,05) menunjukkan perlunya pengembangan visual dan fitur inovatif lebih lanjut. Meskipun demikian, hasil IMI (*Intrinsic Motivation Inventory*) mengonfirmasi efektivitas sistem dalam memicu motivasi intrinsik, dengan peningkatan pada semua dimensi, termasuk *Interest/Enjoyment* (5,76) dan *Value/Usefulness* (5,61).

Kata Kunci: Desain Antarmuka (UI/UX), Kolaborasi, Literasi Digital, Motivasi, Sistem Pembelajaran, *Usability Testing*.

ABSTRACT

DESIGN STUDY OF A COLLABORATIVE SEARCH-BASED SYSTEM INTERFACE AS STUDENT E-LEARNING USING THE DESIGN THINKING METHOD

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The rapid growth of digital technology challenges students with declining digital literacy and a need for social validation of information. This study emphasizes collaboration as key for shared source evaluation. The research aims to design and evaluate a collaborative search-based system interface (UI/UX) prototype for elementary students using Design Thinking, hoping to establish it as effective e-learning to boost literacy and intrinsic motivation.

The evaluation of two iterations conducted on elementary school students demonstrated a significant increase in usability, where the Success Rate improved to 87.07% (from 53.73%) and the Completion Time was reduced to 39.92 seconds. Based on the User Experience Questionnaire (UEQ), functional aspects (Perspicuity 1.73; Efficiency 1.75; Dependability 1.92) increased sharply. However, the hedonic aspects of appeal (Attractiveness 1.90) and innovation (Novelty 1.05) indicate the need for further visual and innovative feature development. Nevertheless, the results of the Intrinsic Motivation Inventory (IMI) confirm the system's effectiveness in triggering intrinsic motivation, with improvements across all dimensions, including Interest/Enjoyment (5.76) and Value/Usefulness (5.61).

Keyword: Interface Design (UI/UX), Collaboration, Digital Literacy, Motivation, Learning System, Usability Testing