ABSTRACT

Education is an essential aspect in the development of individuals and societies. In the digital era like today, information and communication technology plays a crucial role in supporting the learning process. Difficulties in finding learning modules and reference books have become issues for many students during the Covid-19 pandemic. Mobile-based applications have emerged as effective tools to assist students in accessing learning modules and reference books more conveniently and efficiently. In this context, this research aims to design and develop an Android application named "Our Book," by implementing the Kanban method, to facilitate students in accessing learning modules and reference books. The research has resulted in an Android application named "Our Book," with the goal of assisting students in accessing learning modules and reference books conveniently and efficiently. The results of the System Usability Testing, which yielded a score of 100%, demonstrate that all features within the application function well according to their intended purposes.

Keywords : Software Engineering, Android, Kanban, *System Usability Scale*, Buku Kita