ABSTRACK

ANALYSIS AND DESIGN OF JAVANESE SCRIPT LEARNING WEBSITE USING USER CENTERED DESIGN METHOD

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Along with the reduced use of writing Javanese letters in society in Indonesia which makes the next generation do not know how to form Javanese letters. Especially when it's time to study Kebanggan's 1 Elementary School students. When learning took place, based on a survey of 30 elementary school students, 28 of them stated that students needed a more varied learning media. The media created can be in the form of an application or a website because the application requires storage space while the website can be accessed anywhere. Therefore, by using the media website, this study aims to introduce Javanese script through materials and games using the User Centered Design method which is oriented to user needs. Meanwhile, for website testing using 2 methods, namely SEQ (Single Ease Question) and Blackbox testing. The Single Ease Question is used for non-functional testing which will later be given to 30 elementary school students in Purwokerto. Black box testing is used for functional testing that will be carried out by the developer. The results obtained in testing the effectiveness aspect for SEQ with as many as 3 types of tasks, namely accessing Javanese script letters, playing Javanese script pairing games and Javanese script memory games respectively worth 100%, 100% and 90%. On the efficiency aspect for time-based efficiency it produces 0.13 goals/sec, 0.06 goals/sec and 0.01% goals/sec. In the aspect of overall relative efficiency it produces a value of 100% for tasks 1 and 2, while task 3 produces a value of 81%. In the aspect satisfaction it produces a value 75% so that means easy. The results of black-box testing on 7 tasks show that the website is running well.

Keywords : *Blackbox Testing, Single Ease Question, User Centered Design*