

ABSTRACT

APPLICATION OF THE DESIGN THINKING METHOD IN MUSEUM APPLICATION DESIGN (Case Study: Museum Wayang Banyumas)

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Indonesia has many cultural heritages that have important values in history, knowledge, education, religion, culture, technology and tourism. Wayang is one of the intangible cultural heritages which is the main art of the Javanese people. Wayang and other cultural heritage are collected and managed by an institution called a museum. The Banyumas Puppet Museum has experienced a decrease in the number of visitors due to the Covid-19 pandemic. After making small observations and interviews, it seems that there were a number of problems that were complained of by visitors, such as the description of information about the wayang collection that was not presented clearly so that visitors found it difficult to read. Efforts made to make it easier for visitors to see the wayang collection as a form of wayang preservation at the Banyumas Puppet Museum are by using technological advances. The Banyumas Puppet Museum application is an application that contains information about the collection and history of the museum which is equipped with a QR Code detection for each puppet collection. The application of the design thinking method is used in the design of the Banyumas Wayang Museum application on the Android platform. Design thinking has steps including Empathize, Define, Ideate, Prototype, Test, and Implement. The results of the user success rate test produce a success value of 100% and the system usability scale test obtains an average score of 72, with acceptability Marginal High, grade scale C, and adjective rating Good. The final results of application functional testing using black box testing with the equivalence partitions technique show an effectiveness level of 100%.

Keyword : Black Box Testing, Design Thinking, Museum Wayang Banyumas, Usability Testing, Warisan Budaya