

ABSTRACT

USER INTERFACE DESIGN IN ANDROID-BASED LAUNDRY SERVICES APPLICATIONS USING THE DESIGN THINKING METHOD

By

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Translation: Laundry is the activity of washing clothes or textiles using water. This study identified several problems, such as difficulty finding information about laundry locations, laundry service prices, and inefficient distances to laundry locations. To address these issues, this study focuses on designing a user interface for an Android-based laundry service application that aims to help and facilitate potential users when they want to use laundry services. This study uses the Design Thinking method, which consists of several stages: Empathize, Define, Ideate, Prototype, and Test. The Design Thinking method has the advantage of understanding, identifying, and determining user needs by approaching potential users. The Prototype stage is carried out by creating a design that can be tested by potential users to test the effectiveness in achieving the goals of user needs. The author will use Figma to create the user interface design. This study aims to create an easy-to-use Android application for finding and booking laundry services. Design Thinking is used to understand user needs and find the right solution. Figma is used to design the application interface.

keywords : android, design thinking, figma, laundry