

ABSTRACT

The purpose of writing this final report is to fulfill the requirements for the Practical Work course at the Software Engineering Study Program and to meet the graduation requirements for the Certified Independent Study Program at PT. Impactbyte Technology Education offers 5 learning paths in the program, namely: Game Development, 3D Animation, UI/UX Design Mastery, Front-End Web Development or Back-End Web Development. One of the Learning Paths provided by PT. Impactbyte Technology Education is a UI/UX Design Mastery that focuses on product development to build high fidelity designs and clickable prototypes. In this program there are 6 learning modules that will be taught, namely User Interface Designing & Prototyping, Research & Usability Testing, Intro to UI/UX, Design Thinking, User Experience Design and Softskills & Career Development. The learning curriculum implemented refers to the UNICEF 12 Core Life Skills, covering 12 basic skills needed for the 21st century. At the end of the lesson, students will create a final project based on challenges that have been selected in groups. Students who graduate in this program are expected to understand the concept of UI/UX Design from start to proficient and can equip digital capabilities and 21st century skills as provisions ready to enter the world of work. Students who take this program are required to choose a challenge partner as the final project.

Keywords : MSIB , Design Thinking , UI/UX Design ,