ABSTRACT

In this era of digitalization, the internet has become an inherent part of the daily life of Indonesian people in particular. The internet is accessed via smartphones or personal computers. Various applications and websites to always develop according to market needs and according to what users want. The user interface is the main aspect that directly interacts with the user, a good user interface does not escape the user experience that manages to know what the needs, wants and habits of the user are. Therefore, the author takes on the role of a UI/UX designer on the development/creation of applications and websites. This project uses Figma and Whimsical as the main design tools, and uses the kanban method in the manufacturing process. The result of this practical work is to produce a user interface that fits the needs of the current market or client.

Keywords   : User Interface, User Experiences, Agile Design Process