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 are required to always develop according to market needs and according to what users want. The user interface is the main aspect that directly interacts with users, a good user interface does not escape from user experiences that manage to find out what the needs, desires and habits of users are. Therefore, the author takes the role of a UI/UX designer in 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 according to the needs of the current market or client.

Keywords : User Interface, User Experiences, Agile Design Process