

ABSTRACT

The ability to speak English is very important in the world of work and technology, because the higher the ability for foreign speakers, the higher the opportunity to access ideas, case studies, connections and wider networks. Global Exposure is also a mental developer who seeks human development based on an understanding of global dynamics which is integrated into the formal education program. For our research data, we used the interview method to obtain valid data. The data that has been collected is valid and will be sorted so that it finds the pain point of each problem. The solution to solve this problem is using user journey maps and user personas. From the user persona and user journey maps, you can determine what features are made for the English course application. The features in the English course include pretest & posttest features, private class, class class, reading material and so on. After designing the application, the next step is to do testing using the maze. From the testing that we have done and what has been collected is valid after being calculated using the SUS method, the score from the application is classified as good or is suitable for use by the public.

Keywords: English Proficiency, Global Exposure, Figma, UI/UX, Mobile Apps