

## ***ABSTRACT***

### **DESIGN OF EVENT SOFTWARE ENGINEERING STUDY PROGRAM WEBSITE WITH PROTOTYPE METHOD**

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*The existence of this information technology can be a smoothing of interests for certain agencies, including in the field of Events in the Software Engineering Study Program. Events in the Software Engineering Study Program are Events held by the Software Engineering Study Program, which in one academic calendar year can reach 29 Events, such as seminars, committee activities, exhibitions, and so on. The results of validity calculations in the distribution of surveys related to information dissemination problems in the Software Engineering study program are declared valid. Therefore, the design of this Event website was carried out. Many methods can be used, one of method that can used for system design is the prototype method. The prototype method is a software development method used to create an initial version of a software system. The goal of this method is to demonstrate concepts, test designs, and find problems that exist in the system. This method begins with listening to user needs, creating and improving interface designs, and then testing the designs on users. After the interface design is tested, improvements are made to the interface design if the user feels it is not what they expected. The design of the website for the Software Engineering study program went through two iterations so that users could use it properly. Then a usability test which using System Usability Testing, which showed that this design met the needs and urge of users and had a good level of usability. The usability test carried out ensures that the interface design is in consent with user needs and meets the expected standards.*

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