

ABSTRACT

PGRI Middle School had previously utilized technology by building a school information website, but PGRI Middle School's learning activities were still not optimal because it was still carried out conventionally, namely the face-to-face learning process by teachers and students in the classroom. The results of the questionnaire that was carried out on 5 respondents can be concluded that at PGRI Middle School there are problems faced during the teaching and learning process between teachers and students. The teaching and learning process used is still done manually, that is, teachers can only meet with students and teachers in the classroom. If the meeting between students and teachers does not occur then the learning process cannot be carried out. The aim of this research is to design the User Experience of an e-learning application using the Design Thinking method which includes low to high-fidelity prototypes. The results of application testing using the System Usability Scale (SUS) obtained a score of 87 points, where this score has reached the standard value on the System Usability Scale. These results show that users like the e-learning application and will recommend it for learning at PGRI Middle School.

Keywords: *User Experience, E-Learning, Design Thinking, System Usability Scale (SUS)*