

Aplikasi Perhitungan Usahatani Tebu dan Evaluasi *Usability* Menggunakan Metode *User Interaction Logging* (Studi Kasus : UD. Trisno Situbondo)
Application of Calculation Sugarcane Farming and Usability Evaluation Using User Interaction Logging Method (case study: UD. Trisno Situbondo)
Pembimbing(1 orang)

M. Angga Gumilang, S. Pd., M. Eng.
Study Program of Informatics Engineering
Majoring in Information Technology
Program Studi Teknik Informatika
Jurusan Teknologi Informasi

ABSTRACT

Farming carried out by the UD. Trisno still uses calculations and records using a ledger or excel. The *application of calculation sugarcane farming* is expected to be able to provide convenience to UD Trisno who wants to apply farming knowledge to their plantations in 1 period of the growing season. The research uses the *prototyping* method in application development to produce applications that match the needs and existing data from UD Trisno. The tests carried out are *usability* testing and black box testing. The results of *usability* testing showed an efficiency value of 0.198283027 goals/sec. The results of testing functionality using the black box testing method show that there are no problems with the features available in the application.

Key words : *Applications of Calculation, Sugar Cane Farming, User Interaction Logging*