Perancangan Website Profile Dan Pendaftaran Player E-Sport Indonesia Cabang Situbondo Dengan Metode The Five Planes Dan Ueq Online

Design Of Ui/Ux Website Profile And Registration Of Player Mobile Legend E-Sport Indonesia Situbondo Branch Using The Five Planes And Ueq Online Method

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ABSTRACT

E-Sports or electronic sports is a field of sports that uses games as its main field of competition. In 2018 E-Sport is growing very rapidly in Indonesia. Since then, there has been a game ML competition (MPL). One of the branches of E-Sport Indonesia is in Situbondo Regency. With this, game lovers in Situbondo Regency have found the right place to show off. The main problem is that those who are in areas far from the center of Situbondo Regency have difficulty finding information regarding Indonesian E-Sport and open recruitment of players. For this reason, an Information and Registration System based on the website of the Situbondo E-Sport Indonesia branch is needed. The purpose of this research is to design ui/ux for website profiles and mobile legend player registration. This study takes an approach using the five planes method to determine user needs and the online UEQ method for testing. The test results using UEQ online obtained an average of six scales namely,Attractiveness,Perspicuity,Efficiency,Dependability,Stimulation,and Novelty. All scales are included in the excellent category.

Keywords: UI/UX, Games, E-Sport, Situbondo, The Five Planes, UEQ Online