

**Analisis User Interface Aplikasi BondowosoKu Menggunakan
Metode *Design Thinking* (User Interface Analysis of the BondowosoKu
Application Using the Design Thinking Method)**

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ABSTRACT

The BondowosoKu application is a digital platform designed with the aim of promoting the various potentials of the city of Bondowoso. However, problems include an unattractive application appearance, colors that are too flashy, backgrounds with fonts that clash so that the text cannot be read and several features that don't work. Apart from that, users also want to be able to add their own products such as culinary delights and souvenirs.

Based on the problems that occur, several solutions are recommended for better UI/UX by updating the appearance of the BondowosoKu application. The research method used is Design Thinking, a user-centered approach to solving problems and creating innovations with the final result in the form of a prototype. After that, testing was carried out using the System Usability Scale (SUS) method to evaluate usability or user experience. The test results using the SUS method show that the BondowosoKu user interface obtained an average score of 75 which is included in the "Good" category. Thus it can be concluded that the BondowosoKu recommendation has an attractive user interface, and is in accordance with the user's needs and expectations.

Keywords: Analysis, User Interface, UI/UX, BondowosoKu, Design Thinking, SUS