

**Analisis dan Pengembangan UI/UX Website E-Vote di SMKN 1 Tapen
Menggunakan Metode Design Thinking(*Analysis and Development of the
UI/UX of the E-Vote Website at SMKN 1 Tapen Using the Design Thinking
Method*)**

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ABSTRACT

The E-Vote website is a digital system designed to facilitate the online voting process at SMKN 1 Tapen. This system aims to improve efficiency, transparency, and convenience in the OSIS election. However, in its development, several obstacles were found such as an unattractive interface design and suboptimal navigation, which can affect the user experience. To overcome these problems, the Design Thinking method was applied, consisting of five main stages: empathize, define, ideate, prototype, and test. This method allows a user-based approach to designing more effective solutions. In addition, usability evaluation was carried out using the System Usability Scale (SUS) and the Maze tool to measure the level of ease of use of the system. The test results showed that the E-Vote website obtained a SUS score of 13,247.5 with a total of 148 respondents, resulting in an average score of 89.51 (Grade Scale A) which indicates very good performance. The Adjective Scale "Excellent" indicates that the developed interface has very good usability, while the Acceptability Ranges in the "Acceptable" category indicate that the system is well received by users. Testing with Maze resulted in a Usability Score of 95, indicating that the majority of users found it easy to navigate the website and find the features they needed. With the results obtained, it can be concluded that the SMKN 1 Tapen E-Vote website has an intuitive, attractive UI/UX design that suits user needs. The implementation of this system is expected to improve the voter

experience in the digital voting process and become a model for other schools that want to develop a technology-based election system.

Keywords: Analysis, Design, User Interface, Website, E-Vote, SMKN 1 Tapen, Design Thinking.