

**UI/UX DESIGN OF AN INTERACTIVE LEARNING ANDROID
APPLICATION USING THE AGILE UX METHOD : A CASE STUDY OF
LUQMAN AL HAKIM ELEMENTARY SCHOOL**

Puji Hastuti, S.T., M.Eng. *as Supervisor*

Andhung Gusti Wulang Kusuma

*Informatics Engineering Study Program
Department of Information Technology*

ABSTRACT

Elementary school students' literacy skills remain a challenge, including at Luqman Al Hakim Elementary School, which shows that first-grade students' reading abilities are still diverse, requiring more engaging learning media to increase reading interest and understanding of the material. Schools have utilized technology in the learning process, but there is no Android-based interactive learning application designed according to student characteristics by considering User Interface (UI) and User Experience (UX) aspects. Previous research has developed learning applications and conducted user experience evaluations, but there is still a gap in the form of the iterative application of Agile UX methods in designing UI/UX learning applications oriented towards improving elementary school students' literacy. This study aims to design the UI/UX of an Android-based interactive learning application using the Agile UX method. The design was carried out through one iteration cycle based on the results of user evaluations. Initial design testing using the User Experience Questionnaire (UEQ) obtained an average score of 0.5, which is included in the sufficient category, so improvements were made to the interface and user experience aspects. The final evaluation was carried out on 36 first-grade students at Luqman Al Hakim Elementary School using the UEQ with 26 questions and produced an average score of 2.5, which is included in the very good category. The results of the study showed that the implementation of Agile UX through one iteration successfully improved the quality of user experience from the adequate to very good category and produced a UI/UX design that was more in line with students' needs in supporting increased literacy.

Keywords: *UI/UX, interactive learning application, Agile UX, User Experience Questionnaire (UEQ), elementary school.*