ABSTRAK

PT Cloud Ace Integra telah menggunakan aplikasi *Attendance Management* bernama Kinkan untuk mencatat kehadiran karyawan, namun masih terdapat beberapa kendala dalam penggunaannya, seperti tidak adanya fitur saldo cuti, tampilan dan informasi yang kurang jelas pada bagian navigasi menu, serta keterbatasan fleksibilitas dalam pengajuan lembur. Penelitian ini menggunakan metode *User-Centered Design* (UCD) dengan tahapan *Specify the Context of Use, Specify User Requirements, Produce Design Solutions, dan Evaluate Design Against User Requirements*, yang berlangsung selama ±3 bulan dengan dua kali iterasi desain prototipe. Hasil penelitian menunjukkan bahwa navigasi menu, *attendance list check*, serta fitur pengajuan lembur perlu dikembangkan, sementara fitur pengajuan cuti ditambahkan sebagai fitur baru. Pengujian dilakukan menggunakan *System Usability Scale* (SUS) dengan indikator *effectiveness*, *efficiency*, dan *satisfaction*, yang menghasilkan tingkat efektivitas 100%, efisiensi meningkat dari 0,11 goals/sec pada versi web kinkan *existing* menjadi 0,23 goals/sec pada prototipe *web kinkan*, serta tingkat kepuasan sebesar 81,5 dengan kategori *Promoter, acceptable, excellent*, dan *grade* A. Masukan dari pengujian menghasilkan tiga saran pengembangan yang diterapkan dalam iterasi kedua. Output dari penelitian ini berupa desain prototipe *high fidelity* menggunakan *Figma* yang diharapkan dapat meningkatkan pengalaman pengguna serta efisiensi pencatatan absensi karyawan di PT Cloud Ace Integra.

Kata Kunci: *User-Centered Design, System Usability Scale, Attendance Management, High Fidelity Design*.

ABSTRACT

PT Cloud Ace Integra has implemented an Attendance Management application called Kinkan to record employee attendance. However, several issues persist in its usage, including the lack of a leave balance feature, unclear information displayed in the navigation menu, and limited flexibility in submitting overtime. This study employs the User-Centered Design (UCD) method, which consists of the following stages: Specify the Context of Use, Specify User Requirements, Produce Design Solutions, and Evaluate Design Against User Requirements. This process was conducted over approximately three months and included two design prototype iterations, the findings indicate that the navigation menu, attendance list check, and overtime submission features require further development, while a new leave request feature has been introduced. Usability testing was conducted using the System Usability Scale (SUS), assessing indicators such as effectiveness, efficiency, and satisfaction. The results showed an effectiveness level of 100%, and an improvement in efficiency from 0.11 goals per second in the existing Kinkan web version to 0.23 goals per second in the prototype. Additionally, the satisfaction score was 81.5, which falls within the "Promoter" category, considered acceptable and excellent, receiving a grade of A. Feedback from the usability testing resulted in three development suggestions, which were implemented in the second iteration. The output of this study is a high-fidelity prototype design created using Figma, aimed at enhancing user experience and improving the efficiency of employee attendance recording at PT Cloud Ace Integra.

Keywords**:** *User-Centered Design, System Usability Scale, Attendance Management, High Fidelity Design*.