ABSTRACT

Applications social enterprise is an enterprise application that has three main modules, one of which is performance management (dashboards) that serves to measure the performance of an organization called properman. This type of measurement used in dashboard is standard BAN-PT and the Balanced Scorecard. Currently properman application has run on a web version, but the user requests that this application can be accessed with a mobile version.

Mobile application development has a challenge on the limited screen size. Development of an application interface to be able to spend 50% to 70% of business application development. This occurs because the user see the application system based interface. The interface is a bridge that connects the user with the application functionality so that even if an application has a robust functionality but the interface is owned not easy to use user, then the user will not feel comfortable in using the application.

Properman interface design for applications in the mobile version was conducted to determine the user's expectations and needs of users in order to provide an ergonomic interface design and comfortable to use by the user.

The final result of this research is a dashboard interface design on android device that has the look of an ergonomic and comfortable to use. Principles used in designing the interface is design to be able to improve performance and reduce user effort, the match between the present and required, have limitations and affordance, and create a design for an error.

Key Word: *social enterprise, interface, dashboard, balanced scorecard, scrum, android.*