ABSTRACT

RF ManageTools is an application that useful in controlling RF Online game server. RF ManageTools useful to controlling database, id player and char player. Not all the owner RF Online can understand how to use default control server and not all important feature ready in default control server. Although the game server owner can use dafault control server but they aren't always in front of the computer to control their game server.

Therefore build a new control server based on android platform to helping game server owner to manage their server. Testing this application using User Experience (UX) method where the user testing this application directly. Data User Experince (UX) obtained from user will process again with Technology Acceptance Model and get result is average value for perceived usefulness and perceived ease of use is 4.32 from scale of 1 to 5 or 86.3% acceptance of this application technology for helping controlling game server.

Keyword : Android, User Experience, RF Online, Technology Acceptance Model