ABSTRACT

Design patterns are explanations or templates that show how to solve problems that can then be used in different discussions. Design patterns are also a good solution for repetitive design problems, such as those given in activity scheduling applications for the elderly. Based on the results of literature studies conducted, related to the problem of compiling the elderly to scheduling activities on applications designed for the community because the elderly have special characteristics. From this recurring debate, a Design Pattern is required to request applications for the elderly. In this research, there is a modeling flow consisting of four processes, namely creating new design solutions that produce design patterns, user research using the User-Centered Design method that results in user needs analysis, creating new design solutions that produce prototypes, and finally from this research Testing design solutions are. From this modeling flow, the User Interface Design Pattern and Activity Scheduling application prototype for the senior citizen can be produced that can help to achieve the objectives of carrying out daily activities.

Keywords: Design Pattern, Scheduling, Scheduling Activity, Senior Citizen, USE Questionnaire, User Interface, User Interface Design Pattern