

ABSTRACT

Currently, technological developments are increasingly sophisticated, so a lot of education in education is moving to use an application called e-Learning. E-learning Arabic using technology is growing. For example, mobile applications can be used to assist in the teaching and learning process. To facilitate the delivery of learning materials, this material is packaged in an attractive manner that is both educational and entertaining for users. The purpose of this research is to design a user interface on the Ihya application as mobile-based learning as a means to introduce Arabic and improve understanding to the public. This application is designed using Android Studio software and Figma as supporting software to design an Arabic application. Based on the results of the research that has been done, it can be concluded that this Arabic learning application has been completed. The features in this application consist of several features that can support the community to improve understanding of the Arabic language. This research uses the User-centered Design method and is evaluated using the Maze usability tools. The result of this study is an acceptable design solution for the Ihya application with the MIUS results divided into two parts, one MIUS assessment for students of 80 and teachers of 88. So, it can be concluded that using the User-Centered Design method can increase user comfort in using the application design offered.

Keywords: E-learning, User-Centered Design, User-Interface, Usability Testing