

ABSTRACT

Technology is often used by the community to support their activities. Mobile applications can help everyone in various fields, one of which is in the field of education. Most tutoring in Indonesia uses a package payment system, but some students only want to do tutoring with one particular subject. In addition, students cannot do learning where they want face-to-face.

Therefore, a tutoring service mobile application was created called EduAlecta, so that students can order tutoring quickly, cheaply and easily. In the application work system, students can order teachers based on the required subjects and then determine the learning location point. The system will track the teacher who is closest to the location point of the student who has made an order. If you have arrived at the specified location, the teaching and learning process can be carried out after scanning the barcode contained in the teacher's EduAlecta application, then the tutoring duration timer will light up. If the learning process has been completed, the payment process is made to the teacher, then students can give a rating or review to the teacher. In the teacher application, the order can be accepted or rejected if it does not match the criteria.

This research produces an android application interface for ordering tutoring services. Front-end application built using Flutter. The method used is User Centered Design (UCD) which focuses on user needs to create applications. The stages of application testing that will be carried out are alpha and beta testing. In alpha testing, it shows that all features are running successfully. Beta testing using a validity test shows that all items have valid values. All valuable items are very reliable after being tested on student respondents with r_{11} 0.909 and teaching respondents with r_{11} 0.959.

Keywords: *Application, EduAlecta, Front-end, Tutoring.*