

## ABSTRACT

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The Merdeka campus Certified Internship is a program from the Ministry of Education and Culture in collaboration with Skilvul Virtual Internship and *Challenge Partners* which aims to provide learning and challenges in developing or creating design solutions to add features for recording operational activities and making the display on the Krealogi application easier for users to use. methodology *design thinking* that provides a solution-based approach to solving a problem that is very useful in overcoming complex problems by understanding the human needs involved by reframing the problem, creating ideas in *brainstorming*, and taking a hands-on approach in prototyping and testing ideas. Design thinking has five main stages, namely: Empathize, Define, Ideate, Prototype and Testing with the final goal obtained, namely achieving a design solution from application needs in the form of a Research, UI Design, and Prototype result on the Krealogi mobile application created using the Figma application. After all stages are completed and *testing* is found that the results of the *design* application *SUS* of 88.75 and a design iteration has been carried out. From these results, the *design* of the logistics and marketplace integration features in the Krealogi application is very *user friendly*, making it easier for users to record their business activities, and assisting in managing their business operations.

*Keywords: Design Thinking, Figma, MBKM, Mobile application, UI/UX Design*