

ABSTRACT

Floods that occur around areas in Indonesia that are prone to flooding, one of which is Bandung Regency. Conditions that are influenced by the presence of the Citarum River and the influence of development management around the watershed (DAS). Therefore, from these conditions, an action to save the earth is needed, such as reforestation or going green.

Based on the results of surveys and interviews with the community around Baleendah Permai, the accumulation of garbage occurred because the biggest factor was the flooding that occurred. Due to the habit of the community also throwing garbage directly into the river, so when the rainy season arrives the river cannot flow properly, it will be clogged with mountain of garbage. From the problems obtained, the lack of waste management sites, processes, not knowing program information, waste management sites and lack of care from the community. So it is necessary to make an android-based WHY-ME application to handle a problem. In the android application that will be used as well, it takes a User Interface and User Experience. In the design there is a method used to solve an existing problem, namely by using the Design Thinking method. Tests carried out by usability testing with maze design with the results of 82.21% community and 85.1% managers can complete their mission well and with usability scale (SUS) system testing the results are 81 people, 81 managers and 83 startups are good for perception measurement results use has been made.

Keywords: Flood, Garbage, Go Green, Android, User Interface, User Experience, Design Thinking, WHY-ME, usability testing, SUS