

## **Abstract**

Online learning is a form of e-learning that is used to present learning materials online. The problem raised was the lack of effective learning strategies and improving the quality of use of the website when taking courses on the Buildwithangga website. Therefore, pre-research testing was carried out using Usability Testing measurements using the System Usability Scale (SUS) method from 30 users of the Buildwithangga website, obtaining an average value of 69.58. It was found that 10 of the 30 people who had filled in had a percentage value of 33.3%, which was the highest among the other Adjective Ratings and was rated "Bad". Therefore, solutions are needed to solve problems that can increase the usability of online courses. The solution offered is the implementation of the one mentor for one mentee feature on the Buildwithangga platform, which will help mentees (students) and mentors carry out the mentoring or course process 1:1. The method used in the design is Design Thinking. User Experience Design is very important to do because the focus of UX itself is the user as the center of whether the design created is successful or not. The evaluation stage is to determine the effectiveness and efficiency of the online course which is carried out using the SUS (System Usability Scale) method. From the results of usability testing using SUS after implementation, an increase in score of 80.08 was obtained. This can be seen from the increase in the average SUS score from 69.58 (grade C) to 80.08 (grade B). This increase shows that the mentoring feature provides positive benefits for users in using the Buildwithangga website.

**Keywords:** online course, usability, effectiveness, design thinking, mentor, System Usability Scale