

ABSTRACT

This research design is based on the many needs of managers in evaluating employee performance. Likewise, with employees who have difficulty inputting the performance that has been carried out. This phenomenon also occurs in the Faculty of Education UNM, Makassar. Based on interviews with the staffing sub-coordinator, Ms. E said that currently, there is no instrument for staff to report what they are doing, so they cannot measure the performance of contract workers in real terms. This research uses a User-Centered Design (UCD) approach to focus on the desires and needs of users who can help employees feel more comfortable and skilled in using a device or system. This study aims to design a mobile-based user interface that is easy to use by honorary employees in inputting smartphone-based performance activities. Testing the design results on the task management application uses usability testing using maze tools. There are four categories of usability testing, namely direct success with a percentage of 89%, which means that most respondents have completed the task according to the instructions. In contrast, the indirect success category is 11% or successful in carrying out the task but not according to the instructions given. In the missclick category, it occurs around 8.27%, which is because there are several tasks carried out by the respondent but pressing outside the scope given. In the average duration category or the average time needed to complete the task being carried out is 12.21 seconds. This shows that the designed design has easy accessibility and navigation. In addition to usability testing, the System Usability Scale (SUS) measurement is also used. The SUS measurement calculates the results of the answers to the questionnaires the participants gave at the end of the testing process. Based on the test using the SUS measurement, the results of the respondent's assessment in the test after the calculations were carried out obtained an average value of 83, which means getting a grade B because the user interface is designed to be easy to use and satisfying in terms of appearance when making activity plans.

Keyword: *User interface, User-centered Design, System Usability Scale (SUS)*