

Abstract — This research aims to find out level the of usability of the Figma website for students at Telkom University Bandung as a means of collaborating on student assignments. Figma is a UI UX application that uses the design view to create a web view. Figma is a lot used by students to help do their assignments in academics, such as works scientific, website display, and even Language programming A applications. A variety of Figma uses, a lot of students at Telkom Bandung University use Figma to help do their assignments. To conduct this research, the method used is the System Usability Scale (SUS). This method is done by doing a deployment questionnaire to Telkom Bandung University students totaling 101 respondents who had used Figma. Consists of 15 questions for analysis. SUS score result got 78.98, result they get the title "GOOD" in the Adjective Ratings and "Acceptable" in the Acceptable Range. The results of the SUS score indicate that Figma's usability level is good and can be well accepted by students. The analysis results of the questionnaire obtained an average answer of 4.384 which indicates that Figma is functioning properly and provides appropriate answers to student assignments. This explains that the Figma website can be used properly by Telkom University students in its use to assist with student assignments. This research data can be used as empirical data to develop collaborative student assignments.

Keywords: Figma, System Usability Scale, Student Assignments