ABSTRAK

Archery has been practiced as a sport for a very long time. Initially, it was a tool for hunting and fighting. Archery was also used as a weapon of war for centuries, and to this day,archery is officially a sporting event held all over the world. This international archery tournament is a subject of great interest in many areas, as there are many types of bows available and the archery industry has ongoing technology to help archers achieve their goals.Archery is counted as the safest sport with the lowest risk of injury. Just shooting arrows witha bow and arrow makes the method of archery competition very simple and easy. The most common and real problem found in the archery arena today is that of the scoring process, whereerrors are often found in writing inputs to archery results, resulting in re-scoring and re-scoring. resulting in inaccurate playing positions that require Data listed on the position board. So, the author tries to create a UI/UX design that is expected to continue to create an online applicationto solve this problem. Using qualitative methods, the author tries to find an answer to the question of how to minimize human error in the archery competition. the color guide will helpArcher choose the correct score he wants to enter.

Keywords: Archery, Scoring, Online Platform, UI/UX