

## ABSTRACT

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*Metalabs is a research laboratory located at the Faculty of Applied Sciences, Telkom University. With the development of Video Game research, Augmented Reality, UI/UX, Cinematography and 3D Visual. Metalabs needs a Sirah Nabawiyah History website for all people who want to know the history of the life of the Prophet Muhammad SAW and important events in Islam. Therefore, Metalabs has a strong desire to create a website called Chronolizer Sirah Nabawiyah. This website will be the main source of information for individuals who want to understand and explore the history of Islam, especially the history of the Prophetic Sirah. Therefore, the author is assigned as UI/UX Designer to create an interface design for the character feature on the Sirah Nabawiyah Chronolizer website using Figma. The design of the interface design uses the Design Thinking method which has 5 stages, namely empathize, define, ideate, prototype, and testing. The method used in testing is using the User Experience Questionnaire (UEQ) method with 6 scales, namely: attractiveness, efficiency, clarity, accuracy, stimulation, and novelty, using simple random sampling with a sample of 155 respondents. The test results, attractiveness has an average of close to 1.75, indicating good performance but there are still some areas below average, clarity and efficiency have slightly lower average values, around 1.7 and 1.6, with a distribution that shows some respondents rated below average. Overall, although there is a distribution of ratings across the different quality categories, the average score of each scale tends to be above average, indicating a fairly positive assessment with some areas for improvement. The final results of this project in the form of UI/UX character features and prototype of the Prophetic Sirah Chronolizer website are in accordance with the desired needs and have met the expected interface design. Thus, the results of designing UI/UX character features on the Sirah Nabawiyah Chronolizer website have successfully met the objectives and needs applied.*

*Keywords: UI/UX, Character Features, Design Thinking, Figma, User Experience Questionnaire.*