

ABSTRACT

User Interface (UI) and User Experience (UX) play a crucial role in developing websites that are attractive, effective, and user-friendly. In the context of online gaming, the need for a reliable platform to share information and interact has become increasingly significant, given the high potential for the spread of invalid information. Therefore, this research aims to design the UI/UX of a website that provides key features such as news, search, user profiles, and community forums. This study adopts the Design Thinking methodology, which consists of the stages of Empathize, Define, Ideate, Prototype, and Test, to ensure the resulting design is responsive, interactive, and meets user needs. The design process is carried out using design tools such as Figma and Canva. The result of this study is a UI/UX website design that not only serves as a platform for sharing reliable information but also facilitates communication and collaboration among users. With this approach, the design is expected to serve as a reference for the development of similar platforms in the future.

Keywords: Online Games, User Interface, User Experience, Website