

Abstract

The process of scheduling lecturers (plotting) at the Faculty of Informatics, Telkom University, which is done manually using Excel, is inefficient and prone to errors. This study aims to design and evaluate a user interface (UI) prototype for a Teaching Plotting Information System as a solution to this problem. This study applies the User-Centered Design (UCD) method managed within the Agile Scrum framework. The process includes user needs analysis, wireframe design, and high-fidelity prototype creation. The prototype was then evaluated through self-administered usability testing using the Maze platform, involving three main user roles to measure its usability. The test results showed that the prototype did not fully meet user needs. There was a gap between task success and real-world usability, marked by a high rate of misclicks. The main issues identified included rigid workflows, weak affordance of interactive elements, and lack of feature visibility. This study successfully identified critical usability issues and generated actionable improvement recommendations. These findings confirm that the prototype requires further design iterations and demonstrate the effectiveness of the evaluation method in uncovering gaps between design and user needs.

Keywords: user interface (UI), user-centered design (UCD), teaching planning, usability testing, academic information system.