

## **ABSTRACT**

*This study aims to design the User Interface (UI) and User Experience (UX) of a web-based warehouse management system integrated with fingerprint-based attendance and payroll modules for PT Rahayu Antara Nusindo. The Goal-Directed Design (GDD) methodology is employed to create a solution that aligns with both user goals and business objectives. GDD emphasizes persona analysis and contextual scenarios to ensure the system design addresses real operational needs. The system is developed to overcome inefficiencies in stock management, manual attendance tracking, and payroll processing. Key features include real-time inventory updates, automated integration of attendance data with payroll calculations, and a streamlined logistics administration module. The design is evaluated using the System Usability Scale (SUS) to measure user satisfaction, and Blackbox Testing is conducted to verify the system's functionality against its defined specifications. The SUS score of 82.5 indicates good usability. This system may serve as a foundation for future development to improve operational efficiency in a sustainable manner.*

**Kata kunci:** *UI/UX, warehouse management, fingerprint attendance, payroll, goal-directed design, system usability scale.*