

ABSTRACT

The Indonesian nation has a lot of diversity and uniqueness in each region, such as culture, religion, language, and local culture. Thus, from the great diversity, the uniqueness and characteristics of various cultures on each island or region in Indonesia are created. With the development of this modern era, the introduction of culture has become increasingly rare in recent times, even though culture is known if we recognize a lot of history and information that we get. One of the cultures that must be preserved is the Puppet Arts. Wayang is one type of art that is a type of Sundanese art that is included in the type of performing arts. So that this introduction is better and more interesting among elementary school children aged 7-12 years, it is made in a different way, namely by making a puppet-themed game using an Android-based smartphone. In the era of industry 4.0 now the development of science is growing faster, especially with the presence of technology and the internet which are getting better and making changes in people's lives, they can communicate widely with the use of smartphones. The purpose of this study is to design a user interface (UI) design solution based on the results of user experience (UX) analysis to meet user needs. In the development of puppet game applications, it can make it easier for users, get responses from interactions and know users. In the design of this study using a user-centered design method, which focuses on user needs. The evaluation used is the usability testing mission usability score (MAUS) and maze obtained a Maze usability score of 87 which is in the high category.

Keywords— UI/UX, User Centered Design, Wayang Application Game, usability testing.