

ABSTRACT

In the modern era, awareness of the importance of sports has increased, especially among urban communities. However, challenges in managing sports facilities, such as those faced by Batununggal Indah Club, remain a major issue. This sports center encounters various problems in asset management, such as inadequate asset recording, suboptimal asset condition monitoring, and difficulties in managing maintenance schedules. This study aims to develop a web-based information system for sports asset management using the Design Thinking method. This method involves five main stages: empathize, define, ideate, prototype, and testing. In the initial stage, interviews and surveys were conducted with users and facility managers to understand their needs and problems. The collected data were analyzed and used to formulate innovative solutions. The system prototype was then developed using React.js, HTML, Tailwind CSS, and JavaScript. This prototype was designed to be responsive and user-friendly, ensuring that users can easily access and manage sports asset information. Usability testing was conducted to evaluate the ease of use and effectiveness of the designed system. The testing methods used included the System Usability Scale (SUS) and the Single Ease Question (SEQ). The test results showed that the system has a good usability level, with an average SEQ score of 6.4, indicating that the website is quite easy and comfortable to use. The SUS score obtained was 82.0 with a grade of B (good) and an acceptable category. This research successfully developed an effective asset management system that can improve operational efficiency at Batununggal Indah Club.

Keywords: Asset Management, Sport Center, Design Thinking, User Interface, User Experience, Batununggal Indah Club