

ABSTRACT

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PERANCANGAN UI/UX WEB COMPANY PROFILE DENGAN APLIKASI FIGMA DI PT.BUMI REJEKI AGUNG

In this era of globalization, the development of science and technology is needed, which of course brings students to face the world of work by applying the knowledge they learn in lectures. There are also many things that hinder students who do not have the skills or experience. to the world of work. The knowledge gained is still adaptive, to activities in the real world, the theory given or not necessarily the same as field work practice, due to time and space limitations. In an application it is not separated by UI/UX. User Interface (UI) is related to the appearance of the application and its ease of use, while User Experience (UX) is related to the experience of interaction between users and applications. UI/UX is an inseparable part even though the two have quite different aspects. Figma is a cloud-connected website design tool that can be used anytime, anywhere via the Internet. This tool is vector based, which is made more suitable for website and mobile UI and illustration asset design. Figma developers prioritize design jamming, easier co-design without having to manually combine in one platform. This is an interesting point for designers when choosing a tool. An example of a case of designing a Stopwatch application UI wireframe using the Crazy Eight technique on paper, students are asked to submit a design to the Client or Product Owner for the Approval process using Trello (Ahmad H, 2021).

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