

ABSTRACT

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ANALYSIS AND DESIGNING UI/UX OF THE INTERNSHIP PRESENCE APPLICATION AT SEAMEO QITEP IN LANGUAGE

With the rapid advancement of technology, SEAMEO QITEP in Language (SEAQIL) wants to take advantage of this technology. SEAQIL needs an application that can make it easier for student interns to take attendance and can make it easier for SEAQIL through the Human Resources and General Affairs (HRGA) division to monitor the arrival and return of each student in accordance with existing rules and regulations. Practitioners collaborated with nine other colleagues in the Web Designer division to develop an application called "Internship Presence Application at SEAMEO QITEP in Language". In this Presence application, the application development stages are carried out from the Requirements Analysis stage to the Maintenance stage by following the Waterfall model of the Software Development Life Cycle (SDLC) method. All tasks that practitioners carry out while carrying out professional work activities require several skills that practitioners have previously had from college through several courses such as analyzing application requirements and modeling it in visual form, designing, evaluating and implementing interactive computer systems, designing application mockup displays with prototyping simulations, and understanding the methodology and stages in software engineering to produce good software. There is a lot of learning and experience that practitioners gain from carrying out professional work activities, such as irreplaceable new experiences regarding the real world of work. Practitioners can also develop soft skills such as communication, teamwork, discipline and many more.

Keywords: *analysis, UI/UX design, presence applicarion, waterfall, mockup, prototyping*