

ABSTRAK

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Desain Antarmuka *Dashboard Business Intelligence* untuk Pemantauan Kesehatan Remaja di Posyandu Remaja RW II Kelurahan Kalipancur dengan Metode *User-Centered Design*

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Latar Belakang: Masa remaja merupakan fase perkembangan dari masa kanak-kanak menuju dewasa dimana seseorang akan mengalami perubahan secara biologis, psikologis, maupun sosial. Secara umum remaja adalah penduduk dengan rentang usia 10-19 tahun (World Health Organization, 2019). Berdasarkan hasil observasi di Posyandu Remaja RW II Kelurahan Kalipancur, proses pencatatan dan pemantauan data kesehatan masih dilakukan melalui input Google Form dan hanya tersaji dalam bentuk spreadsheet tanpa visualisasi, sehingga menyulitkan kader dan tenaga kesehatan dalam memantau tren kesehatan remaja. Perkembangan teknologi informasi memberikan peluang untuk mengatasi permasalahan tersebut melalui perancangan *dashboard Business Intelligence* yang mampu menyajikan data kesehatan secara visual, interaktif, dan mudah dipahami. Dengan pendekatan *User-Centered Design*, penelitian ini merancang desain antarmuka *dashboard* yang diharapkan dapat membantu kader dan tenaga kesehatan dalam memantau kondisi kesehatan remaja secara lebih efisien.

Metode: Metode yang digunakan penulis dalam penelitian yaitu menggunakan metode *user-centered design*, yang dimulai dari tahapan *understanding context of use*, *specifying user requirements*, *design solutions*, dan *evaluating against requirements*.

Hasil Penelitian: Hasil penelitian yang dilakukan penulis berupa *design user interface dashboard monitoring* kesehatan remaja.

Kesimpulan: Pengujian usability terhadap prototipe *dashboard Business Intelligence* untuk pemantauan kesehatan remaja dengan menggunakan metode *System Usability Scale (SUS)* memperoleh skor rata-rata sebesar 88,5 yang menunjukkan tingkat penerimaan yang sangat baik. Seluruh rancangan antarmuka dapat berjalan sesuai dengan fungsi dan kebutuhan pengguna, sehingga hasil desain ini bisa diimplementasikan sebagai *dashboard* yang bermanfaat dalam mendukung pemantauan kesehatan remaja di Posyandu Remaja RW II Kelurahan Kalipancur.

Kata Kunci: *Design, User Interface, System Usability Scale, User-Centered Design, Dashboard, Kesehatan Remaja*

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ABSTRACT

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Business Intelligence Dashboard Interface Design for Monitoring Adolescent Health at the RW II Kalipancur Adolescent Posyandu (PosRem) Using the User-Centered Design Approach

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Background: Adolescence is a developmental phase that marks the transition from childhood to adulthood, during which individuals undergo biological, psychological, and social changes. In general, adolescents are defined as individuals between the ages of 10 and 19 years (World Health Organization, 2019). Based on observations at the Adolescent Posyandu of RW II, Kalipancur Subdistrict, the process of recording and monitoring adolescent health data is still carried out using Google Forms and is presented only in spreadsheet format, without any visualizations. This makes it difficult for community health workers and healthcare personnel to monitor health trends among adolescents. Advances in information technology provide opportunities to address this issue through the design of a Business Intelligence dashboard that can present health data in a visual, interactive, and easily understandable manner. Using a User-Centered Design approach, this study aims to design a dashboard interface that supports health workers and cadres in monitoring adolescent health conditions more efficiently.

Method: The method used in this study is the User-Centered Design (UCD) approach, which includes the stages of understanding the context of use, specifying user requirements, designing solutions, and evaluating against requirements.

Research Result: The result of this research is a user interface design for an adolescent health monitoring dashboard.

Conclusion: The usability testing of the Business Intelligence dashboard prototype for adolescent health monitoring, using the System Usability Scale (SUS) method, obtained an average score of 88.5, indicating an excellent level of user acceptance. All interface designs function according to the user needs and requirements, making the design feasible for implementation as a useful dashboard to support adolescent health monitoring at the Posyandu Remaja of RW II, Kalipancur Subdistrict.

Keywords: Design, User Interface, System Usability Scale, User-Centered Design, Dashboard, Adolescent Health

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