

ABSTRAK

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Judul Skripsi: Perancangan *User Interface* Aplikasi Laporan Pemakaian dan Lembar Permintaan Obat Puskesmas Kandeman dengan Metode *Design Thinking*

14 lampiran depan + 47 Halaman + 3 tabel + 13 gambar + 8 lampiran akhir

Latar Belakang: Pengelolaan Laporan Pemakaian dan Lembar Permintaan Obat (LPLPO) di Puskesmas Kandeman hingga saat ini masih dilakukan secara manual menggunakan Microsoft Excel. Proses tersebut menimbulkan sejumlah permasalahan, antara lain keterlambatan pelaporan, kesalahan input data, dan kesulitan dalam pelacakan riwayat permintaan obat. Kondisi ini berdampak pada efisiensi kerja tenaga kesehatan dan kelancaran distribusi obat. Penelitian ini bertujuan untuk merancang ulang antarmuka pengguna (*User Interface*) dan pengalaman pengguna (*User Experience*) aplikasi LPLPO yang lebih intuitif, efisien, dan sesuai kebutuhan petugas farmasi di Puskesmas Kandeman.

Metode: Metode yang digunakan adalah metode *Design Thinking* yang diterapkan melalui lima tahap utama, yaitu; Empathize, Define, Ideate, Prototype, dan Test.

Hasil Penelitian: Menghasilkan rancangan prototipe aplikasi LPLPO berbasis desktop dengan antarmuka sederhana, navigasi jelas, formulir input yang mudah digunakan, fitur cetak laporan, dan visualisasi data stok obat secara real-time. Desain ini juga meminimalkan potensi kesalahan input dan meningkatkan aksesibilitas data bagi petugas.

Kesimpulan: Penerapan *redesign* UI/UX berbasis Design Thinking pada aplikasi LPLPO dapat meningkatkan efisiensi pencatatan, mempercepat proses pelaporan, dan mendukung pengambilan keputusan yang lebih cepat dan tepat terkait ketersediaan obat di Puskesmas Kandeman.

Kata kunci: LPLPO, *User Interface*, *User Experience*, *Design Thinking*

Referensi: 19 referensi (2016 – 2025)

ABSTRACT

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Thesis Title: *Designing of User Interface for Drug Usage Report and Drug Request Form Application at Kandeman Public Health Center Using the Design Thinking Method*

14 preliminary pages + 47 main pages + 3 tables + 13 Pictures + 8 appendices

Background: The management of the Drug Usage Report and Drug Request Form (LPLPO) at Kandeman Public Health Center is still carried out manually using Microsoft Excel. This process creates several problems, such as delays in reporting, input errors, and difficulties in tracking drug request history. These issues affect the efficiency of healthcare workers and disrupt the smooth distribution of medicines. This research aims to redesign the User Interface (UI) and User Experience (UX) of the LPLPO application to be more intuitive, efficient, and aligned with the needs of the pharmacy staff at Kandeman Public Health Center.

Method: The method used is Design Thinking, implemented through five main stages: Empathize, Define, Ideate, Prototype, and Test.

Results: The study produced a prototype design of a desktop-based LPLPO application featuring a simple interface, clear navigation, user-friendly input forms, report printing features, and real-time drug stock visualization. The design also minimizes potential input errors and improves data accessibility for staff.

Conclusion: The implementation of a UI/UX redesign using the Design Thinking method in the LPLPO application improves recording efficiency, accelerates the reporting process, and supports faster and more accurate decision-making regarding drug availability at Kandeman Public Health Center..

Keywords: LPLPO, User Interface, User Experience, Design Thinking

References: 19 references (2016–2025)

