CHAPTER VI
CONCLUSION

This chapter consist of the conclusion of the research and suggestions for future researches and the company.

6.1   Conclusion

The conclusions that can be drawn from this research are as follows.

1.   The research successfully implemented User-Centered Design approach to create a user interface prototype. The primary goal was to create a user-friendly and effective UI that meets the needs of the users. The feedback provided valuable insights for future improvements. Users suggested adding a notification system for urgent decisions, and the testing revealed a prototype flow error in the "add user" page that could be easily fixed. The limitations include focusing only on the UI design and a limited number of participants, which can serve as a basis for further research and system development.

2.   The evaluation shows that the prototype successfully met all of the predefined usability metrics target. The usability score achieved was 87, exceeding the target of 80. The Maze Usability Score (MAUS) was 76,767, which is higher than the target of 75. Furthermore, the System Usability Scale (SUS) score was 82,8125, which corresponds to an "excellent" rating and grade "A", surpassing the target of B- (72,6). This result indicates that the new UI design is effective, efficient, and satisfactory for the intended users.

6.2   Suggestion

Based on the research conducted, the following suggestions can be given for future research.

1. Design the user interface for more type of devices such as mobile-based device to further improve users' flexibility in accessing the system.
2. Use the prototype as the foundation for developing the Decision Support System.
3. Provide training for all users to maximize the usage of the system.
4. Provide users with feedback mechanism for the system's continuous improvement.