

# CHAPTER 1

## INTRODUCTION

### A. Background

Website is one of the means of internet media that serves to display information that is needed. Nowadays, the use of the website has become very important for companies. With website can store company profile, which later can be viewed by customers who must be connected to the internet. This will make it easier for the company to introduce their company without meet face-to-face with their customers.

Nowadays there are many websites that provide a variety of information. However, only a few customers visit the website. This happens because the appearance of the website is less attractive. According to research conducted by Interface Engineering, Inc., 60% of website visitors didn't find the information they are looking for, so their time is wasted. Based on this, many customers think that the website is not worth visiting again. If this happens, many customers will leave the website, which of course will make the purpose of the website fail.[1]

The Scientific Publication Sector (BPI) is one of the fields at the Ahmad Dahlan University Research and Community Service Institute (LPPM). BPI is tasked with publishing UAD scientific papers to the SINTA (Science and Technology Index) website. Not only that, BPI also holds seminars and webinars on journaling, and publishes all activities, both current and future. The information was uploaded on the website [bpi.uad.ac.id](http://bpi.uad.ac.id), but now the website looks less attractive because there has been no change in appearance from the previous year so it looks boring and there are no interesting changes. Thus, the author accepts a work contract recommendation as one of the student employees in the field of scientific publications. The emphasis is that the website is less informative and interesting, and the number of visits is small.

### B. Problem Identification

Based on the explanation from the background, it can be identified as follows:

1. Content on the website is less informative.
2. Lack of application of UI UX design, so that make only a few costumers visit the website.

### C. Project Scope

The author only did an internship for 4 months. Therefore, the authors limit the features to only:

1. UI UX Display

### D. Problem Statement

From the descriptions that the authors describe as background, the authors can formulate the problem as follows:

1. How to make a website display that looks attractive and informative?
2. How to implement UI/UX?

### E. Project Purpose

1. Able to change the appearance of the website to be more attractive
2. Able to understand good UI/UX design.
3. Able to implement the knowledge that has been obtained.
4. Fulfills one of the requirements in the Universitas Ahmad Dahlan Informatics undergraduate program

**F. Project Benefits**

1. Make the website look more attractive, and neat.
2. Knowing about the work and activities that
3. going on in there.
4. Adding insight and knowledge about the Field of Scientific Publications,
5. improvement of soft skills and new experiences.

## CHAPTER 2

### ON-SITE INTERNSHIP DETAILS

#### A. General

##### 1. History

*Bidang Publikasi Ilmiah* (BPI), is a field under the *Lembaga Penelitian dan Pengabdian kepada Masyarakat* (LPPM) which is in charge of publishing scientific papers. All journalizing activities, providing assistance in writing scientific papers through webinars and seminars, and publishing those works in the context of advancing science and technology which is implemented with Islamic values.

Before its name was changed to the *Bidang Publikasi Ilmiah* (BPI), it was originally called the *Lembaga Penelitian dan Publikasi Ilmiah* (LPPI), which also assists in journal making, printing, and publication. But now it is divided, which the BPI is included under the LPPM.

##### 2. Vision

Being a field under the Institute for Research and Community Service (LPPM) which supports UAD as a university with international reputation in the field of scientific publications inspired by Islamic values.

##### 3. Mission

1. Contribute to the advancement of science and technology through scientific publication activities.
2. Build and develop equal cooperation in scientific publication activities at local, national and international levels.
3. Organizing good scientific periodical governance.
4. Organizing good scientific writing and publication assistance.
5. Implementing Islamic values in all aspects of scientific publication activities.

##### 4. Bidang Publikasi Ilmiah Office Address

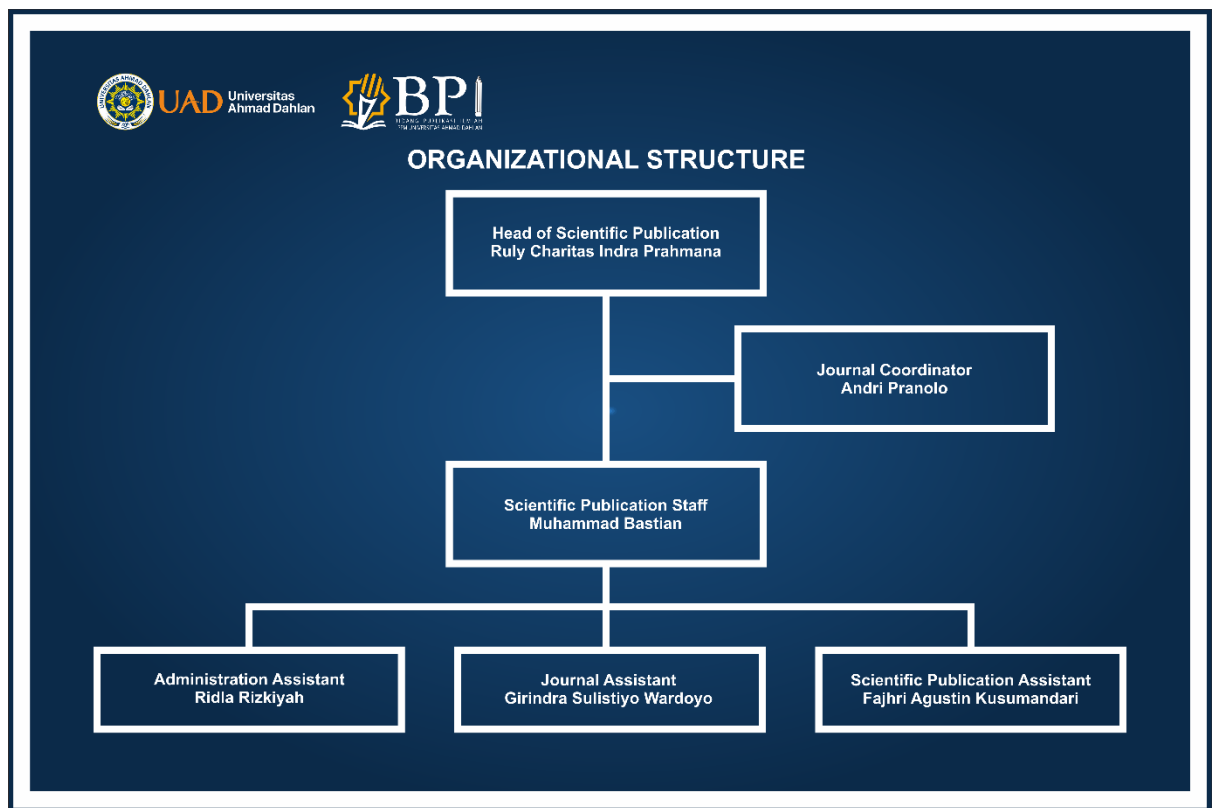
Jl. Pramuka No.5F, Pandeyan, Kec. Umbulharjo, Yogyakarta, Daerah Istimewa Yogyakarta 55161

##### 5. Bidang Publikasi Ilmiah Contact

Email : [bpi@uad.ac.id](mailto:bpi@uad.ac.id)

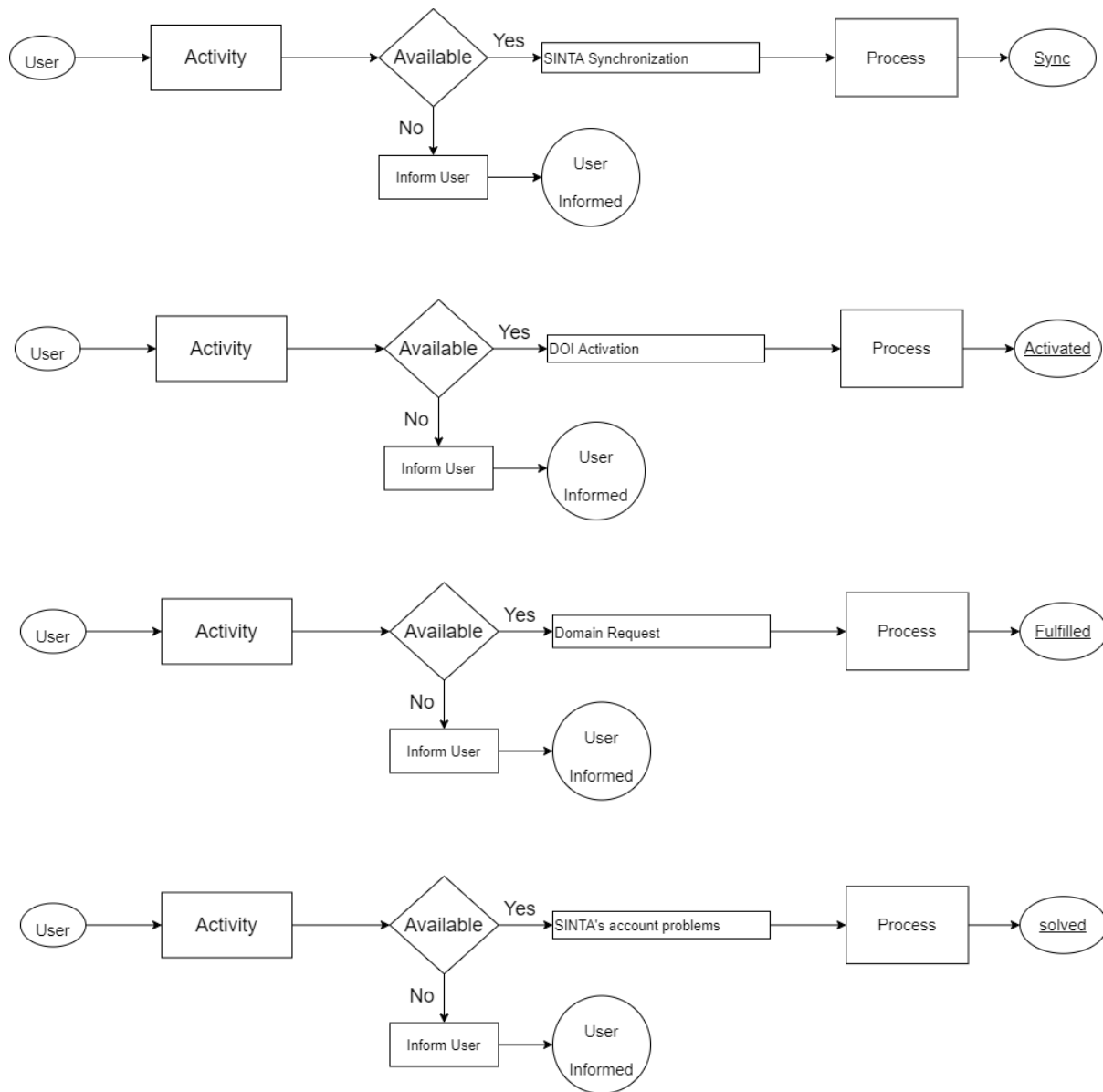
Website: [bpi.uad.ac.id](http://bpi.uad.ac.id)

## B. Organizational Chart



*Figure 2.1 Bidang Publikasi Ilmiah's Organizational Chart 2020*

### C. Current Business Process



**Figure 2.2** Bidang Publikasi Ilmiah's Current Business Process

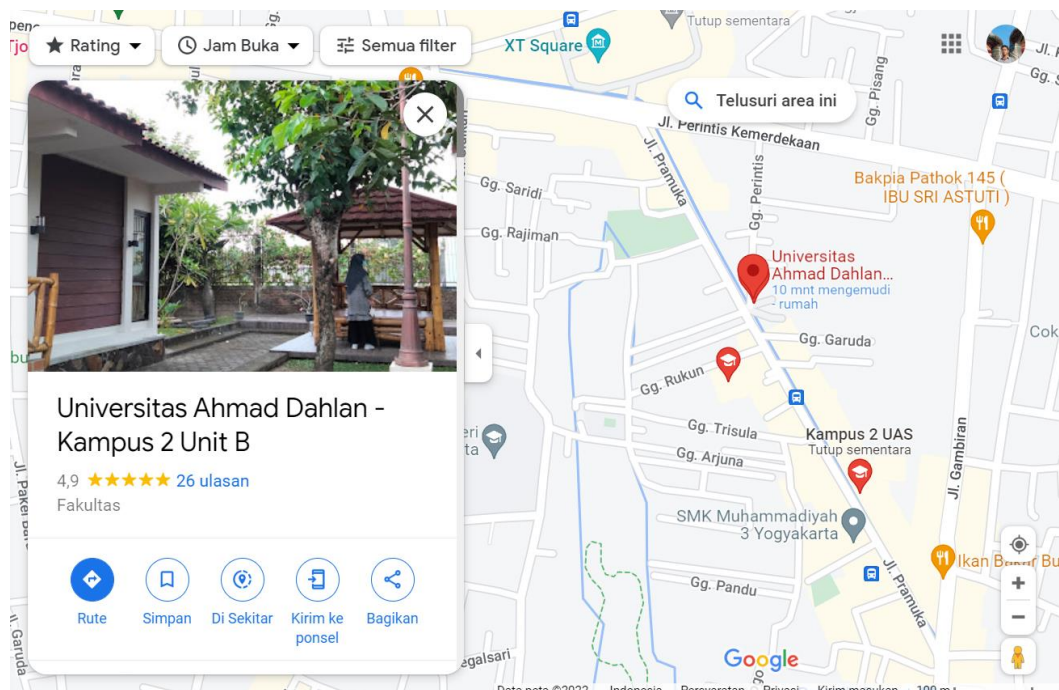
This business process is proceeded manually, so the customer need come to the office doing activity like writing his data in form paper, then give it to the admin. And the employee who had responsibility for that, would process it.

## CHAPTER 3

### PARTNER INSTITUTION

#### A. Internship Location, Address, and Contact

The location of the internship workplace is located at the Office of LPPM UAD, at Campus 2B, which located at Jl. Pramuka No.5F, Pandeyan, Kec. Umbulharjo, Kota Yogyakarta, Daerah Istimewa Yogyakarta. For contact information contact (Whatsapp) +62 896 7585 6555, or can visit the website [bpi.uad.ac.id](http://bpi.uad.ac.id), and contact via email : [bpi@uad.ac.id](mailto:bpi@uad.ac.id)



*Figure 3.1 Bidang Publikasi Ilmiah's on Google Maps*

#### B. Observation Plan

This observation plan aims to find out the practical work environment, what responsibilities must be held, and what things must be mastered by the apprentices. Which later when working will be more efficient and on time. the following are activities in observation

*Table 3.1 KP Site Observation Plan*

No.	Date	Activity	Achievement Indicators
1.	26-09-2022	Introducing apprentice to the company	Apprentice can communicate with all employees in the company.
2.	27-09-2022	Knowing the jobs and responsibilities	Apprentice can know his jobs and responsibilities.
3.	28-09-2022	Understand the software and tools that used	Apprentice should know and understand all software and tool used for his job
4.	1-10-2022	Determine the workplace supervisor	Apprentice can do what Workplace Supervisor ask.

## C. Internship Plan and Time

Writer takes internship which start in 26 September 2020. The following table below are the schedule of writer's internship :

*Table 3.2 Internship Schedule*

Month	Week	Activities
September 2020	Week 1	Understand the company's office, workflow, and tools for development. Learn CorelDraw, Adobe Premier, PHP programming and WordPress for the website.
October 2020	Week 1	Start making some change at Announcements page and upload the new announcement.
	Week 2	Start making some change at News page and upload the new news.
	Week 3	Changing the Organizational Structure and the Profile page.
	Week 4	Changing the Home page and, adding running text on homepage menu.
November 2020	Week 1	Doing UI research
	Week 2	Making pamphlets for new event and upload it to the website.
	Week 3	Making new logo for BPI and upload it to the web
	Week 4	Making pamphlets for new event and upload it to the website.
December 2020	Week 1	Changing the UI Download page and upload files.
	Week 2	Making pamphlets for new event and upload it to the website .
	Week 3	Doing UX calculating research
	Week 4	Doing UX calculating research
January 2020	Week 1	Changing the UI of Home, service, performance, profile, events, download.
	Week 2	Start making survey form using UEQ method
	Week 3	Collecting data from the respondent and making analysis

	Week 4	Discuss the experience of working in Yubi Bursa with the HRD. Do the farewell party.
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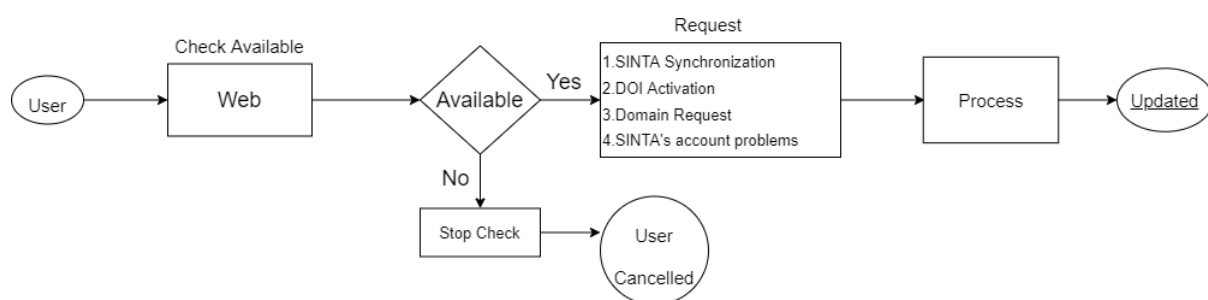
# CHAPTER 4

## INTERNSHIP RESULT

### A. Observation Result

#### 1. Business Process

BPI assists with everything related to journaling, the aim of which is to improve the reputation of Ahmad Dahlan University. For this reason, BPI as a business process holds webinars and seminars by inviting qualified resource persons to assist journaling. All activities, and journals will be recorded and published. On the other hand, it also helps process data on the SINTA (Science and Technology Index) website. business process flow can be seen in the image 4.1 below



*Figure 4.1 Bidang Publikasi Ilmiah's Business Process*

#### 1. Job Description

*Table 4.1 Job Description*

No.	Date	Activity	Result
1.	28-9-2020	Development Plan	The writer was appointed to handle BPI web site as a Front End developer. And making some change in the website.
2.	30-9-2020	Learn CorelDraw, Adobe Premier, PHP programing and WordPress for the website.	As the informatic engineering which focusing at UI/UX, the writer need to learn editing, and design that the company needed

3.	30-10-2020	1 <sup>st</sup> step	Start changing the UI of website
4.	20-11-2020	2 <sup>nd</sup> step	Doing research about the UI and UX.
5.	20-12-2020	3 <sup>rd</sup> step	Make changes to the UI appearance on a large scale according to the research that has been done.
6.	10-1-2021	4 <sup>th</sup> step	Making UX survey form and make analysis using UEQ method.

## B. Discussion

### 1. Problem found in website

BPI's Website haven't got any display changes since the name changed from LPPI to BPI, so the website is not up to date. There are opinions about the website : Mr. Bastian said that: "website is not up to date, and looks so boring". Dr. Rully Charitas Indra Prahmana, M.Pd said that: "The picture in website is not fit correctly so It looks cropped, and some background picture is old". by that as an employee I have to makes modification on it.

Knowing that the website development does not apply the UX measurement method, therefore the author will make a question about UX using the UEQ method (User Experience Questioner). UEQ is a measurement of user experience.[2]

### 2. Analysis Result

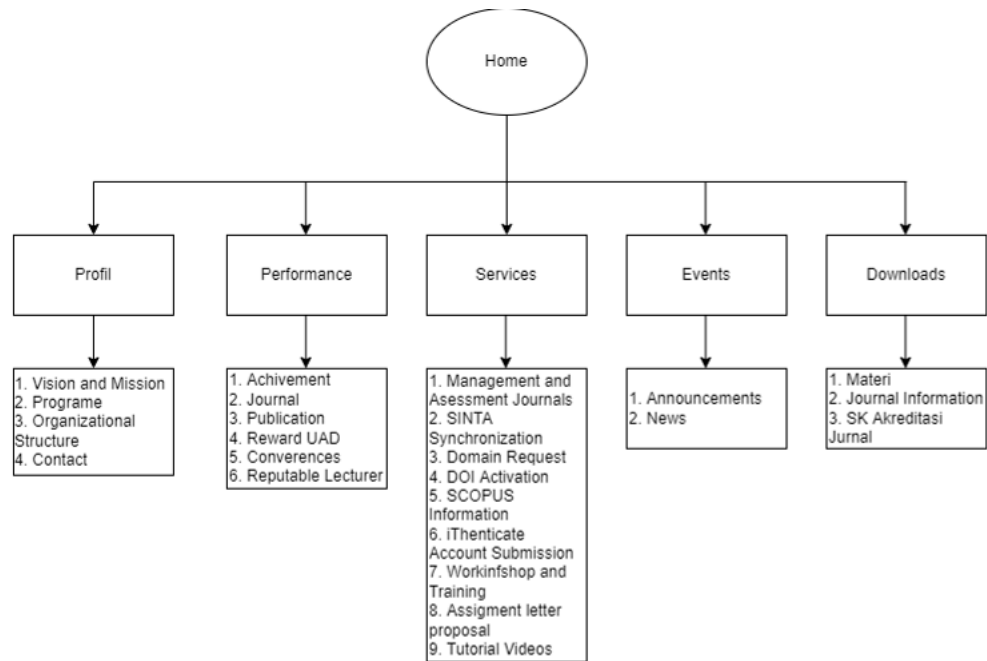
The author has searched and understood methods for measuring UX, some of which are Questionare for User Interaction Satisfaction (QUIS), System Usability Scale (SUS), Software Usability Measurement Inventory (SUMI), and User Experience Questionnaire (UEQ). From all the known methods, one will be chosen.[3]

By using the UEQ measurement, it is believed to provide more advantages than others due to the comprehensive results of the user's page.

Making changes to the appearance of the UI that gives interesting results will certainly be difficult. Measurements using UEQ provide score results which will later be analyzed to see UI changes on the BPI website.

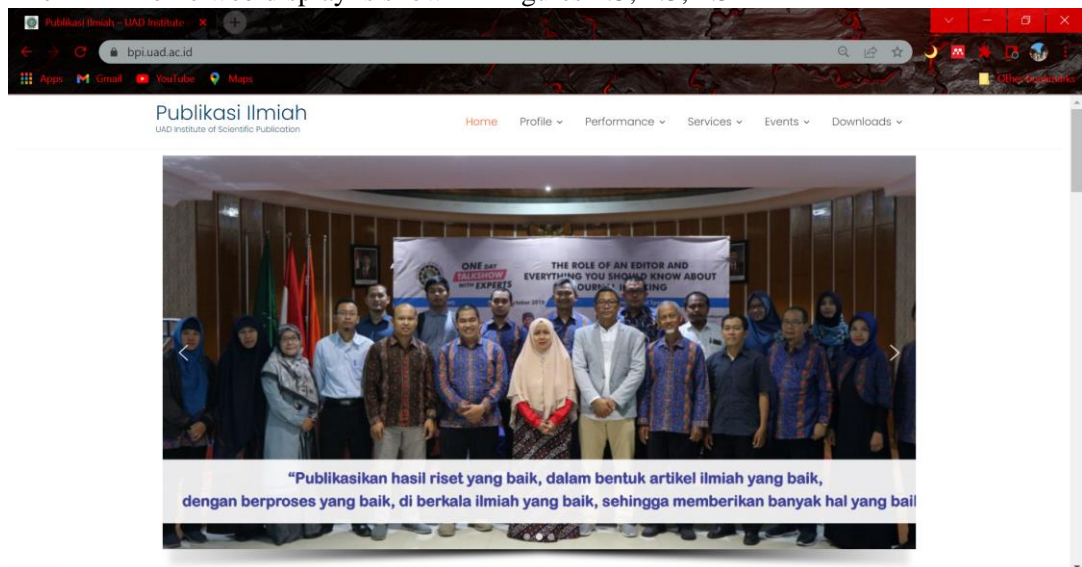
### 3. Internship Accomplishment

The result is the latest display of the website for Scientific Publications. The website contains the information described in Figure 4.2 below.



*Figure 4.2 Bidang Publikasi Ilmiah's website workflow*

a) The BPI's home web display is shown in Figures 4.3, 4.3, 4.5



*Figure 4.3 BPI's home page (running slide)*

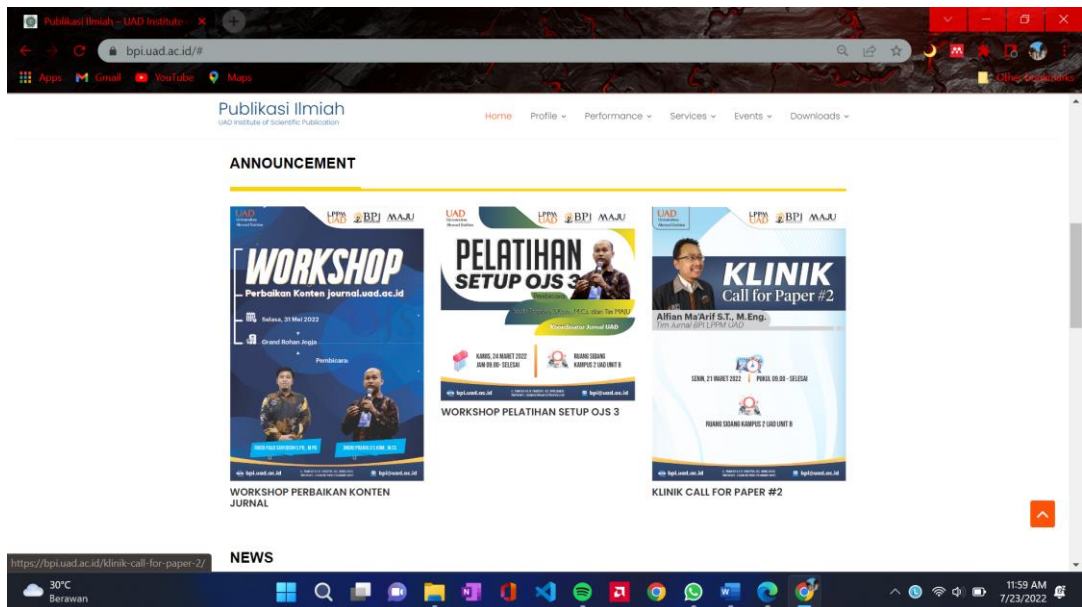


Figure 4.4 BPI's home page (3 new post announcement)

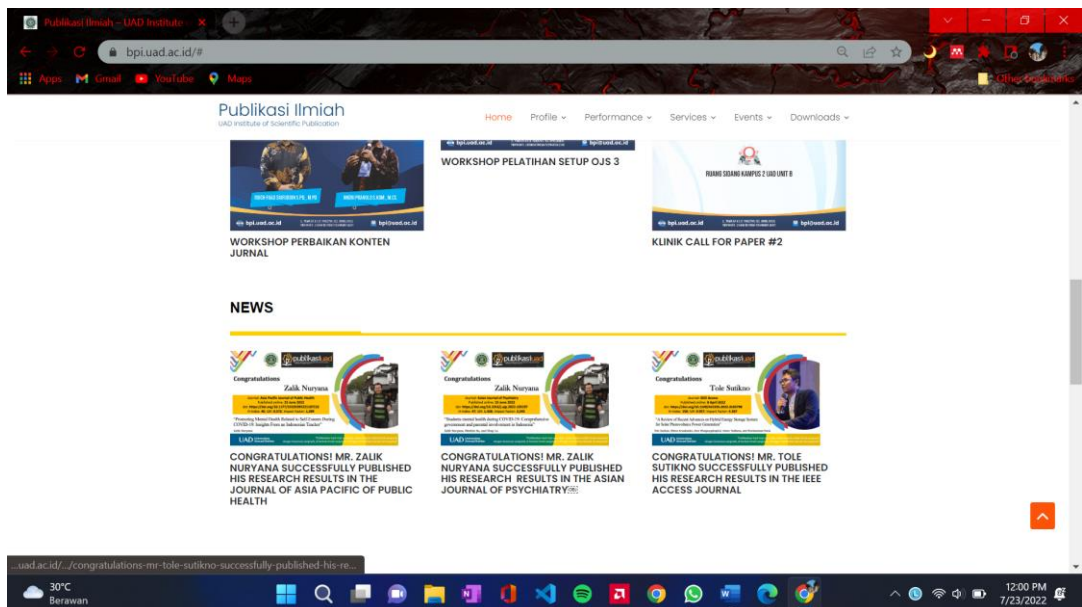


Figure 4.5 BPI's home page (3 new post news)

BPI's home website displays a running slide that contains a vision, mission, slogan. Then below it displays the three latest announcements and news.

- b) The Profile section contains the vision, mission, program, contacts, and organizational structure shown in Figure 4.6

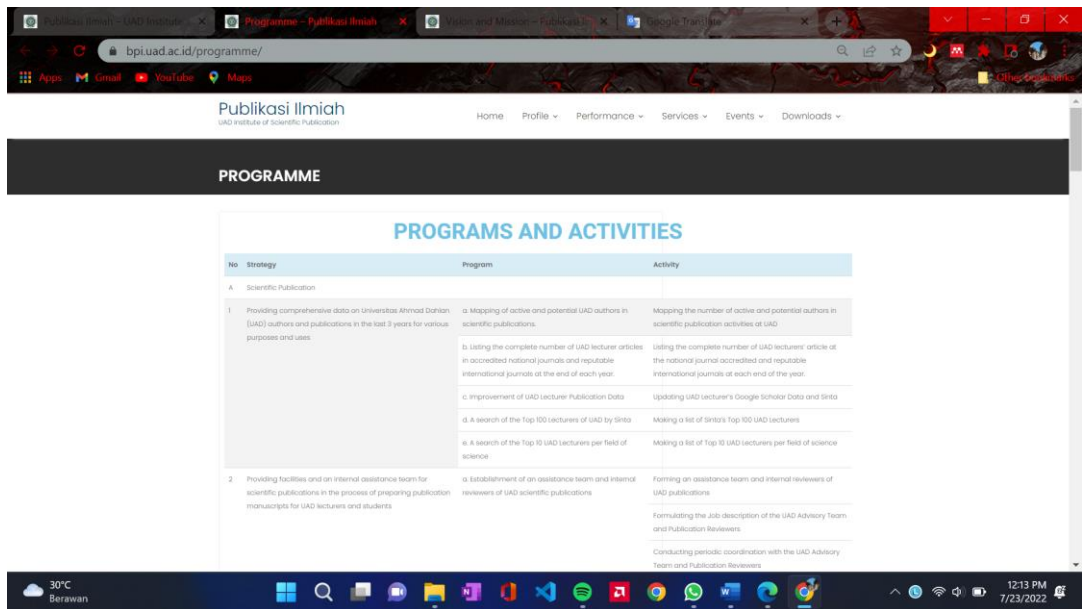


Figure 4.6 BPI's Program and Activites page

c) Figures 4.7 and 4.8 show a performance menu that contains the achievements that have been obtained, such as a graph of the number of journals that have entered the scope, and a list of the best lecturers who became the best researchers in Indonesia.

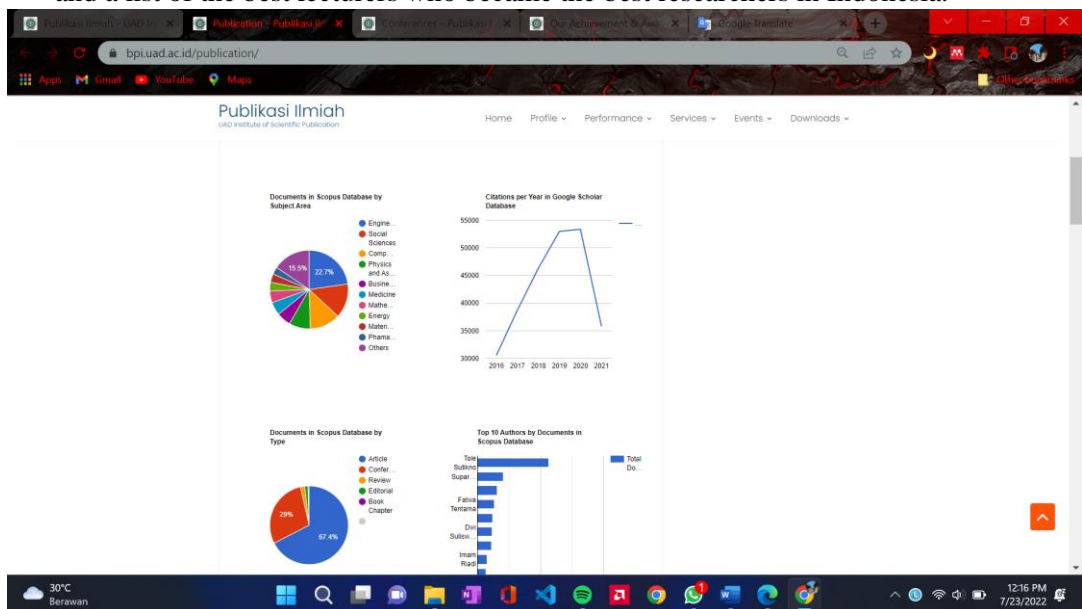


Figure 4.7 BPI's Publication Page

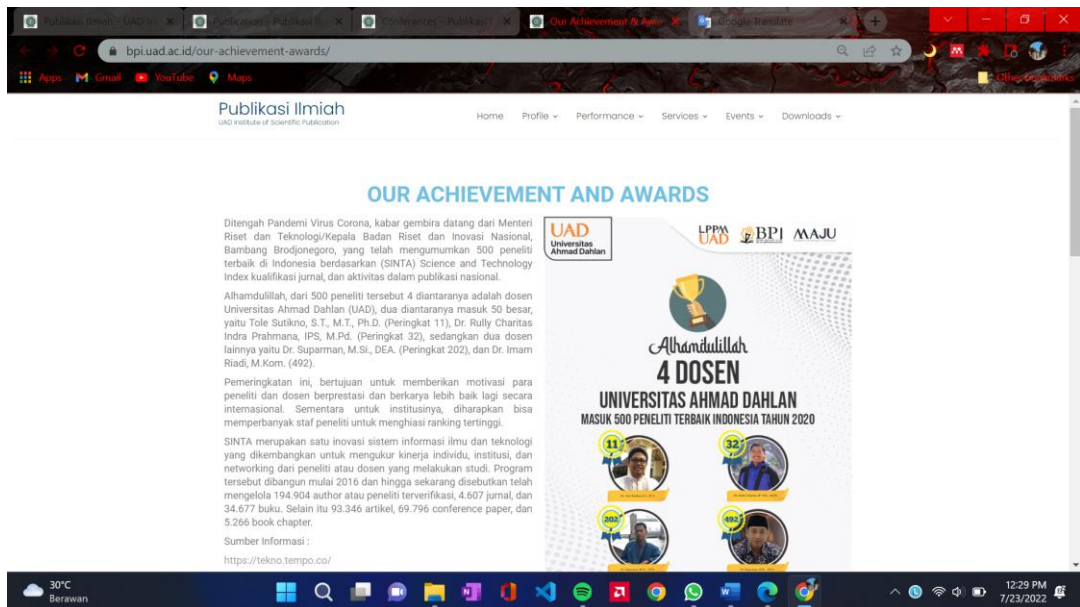


Figure 4.8 BPI's Achievement page

d) Figures 4.9 and 4.10 show the menu in the service.

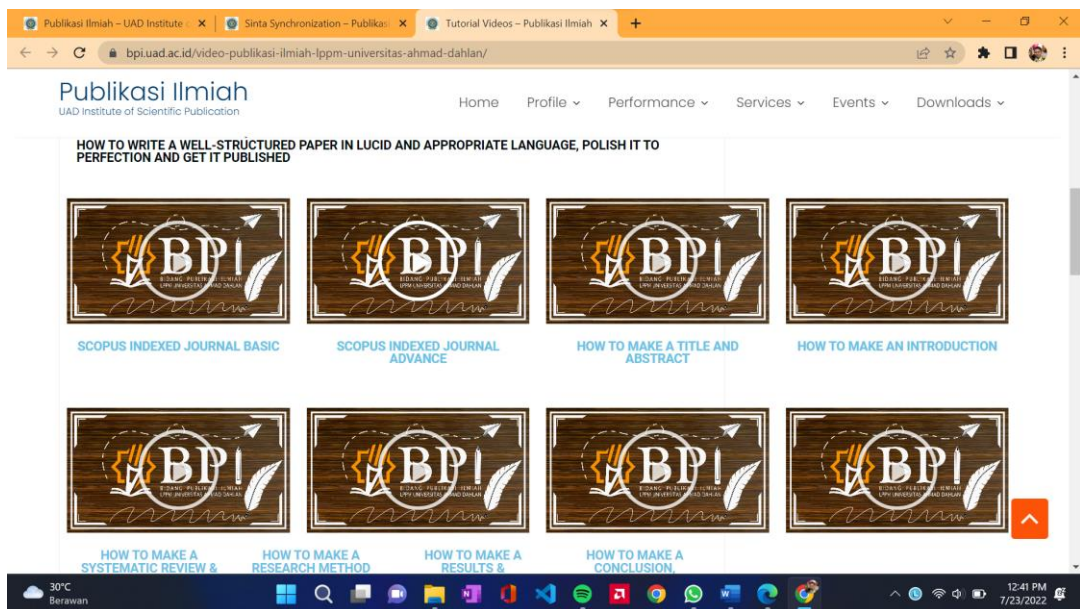
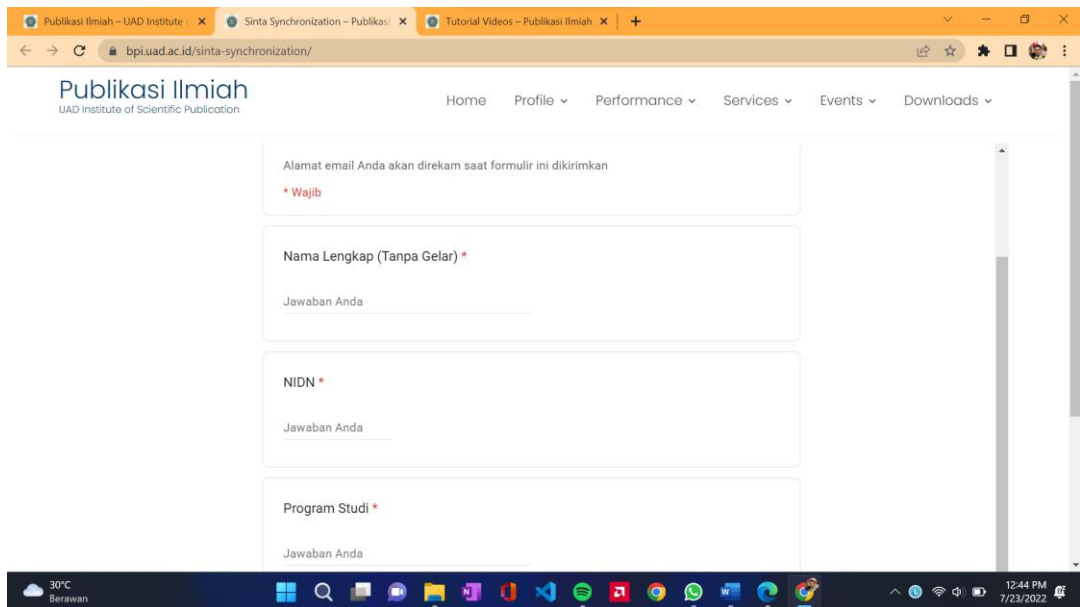


Figure 4.9 BPI's Tutorial video page

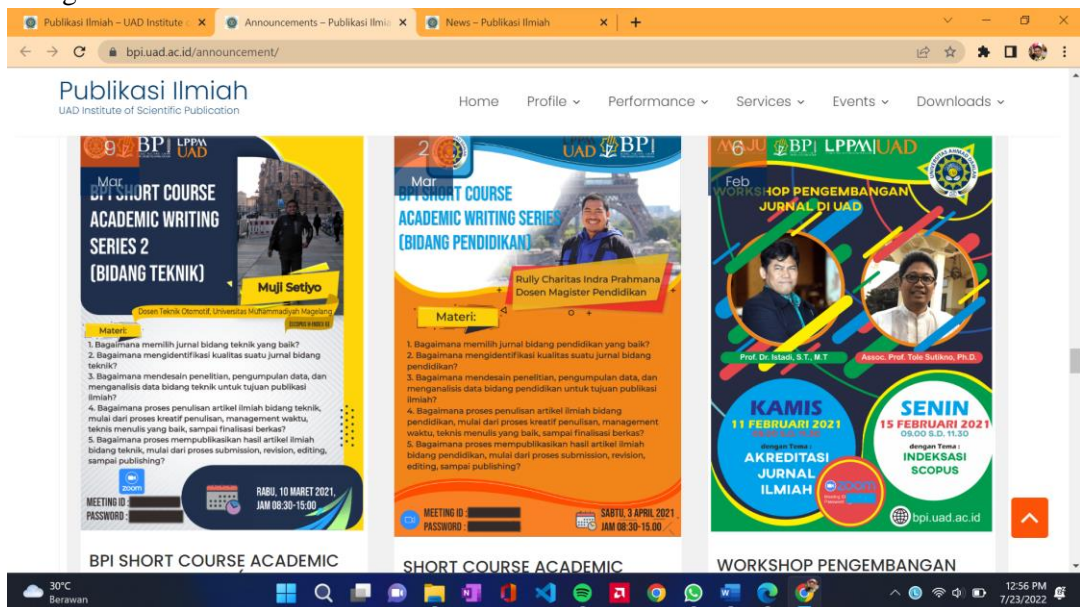
Figure 4.9 shows video tutorials about journal publications that have been held, where the videos are uploaded to the YouTube channel of BPI.



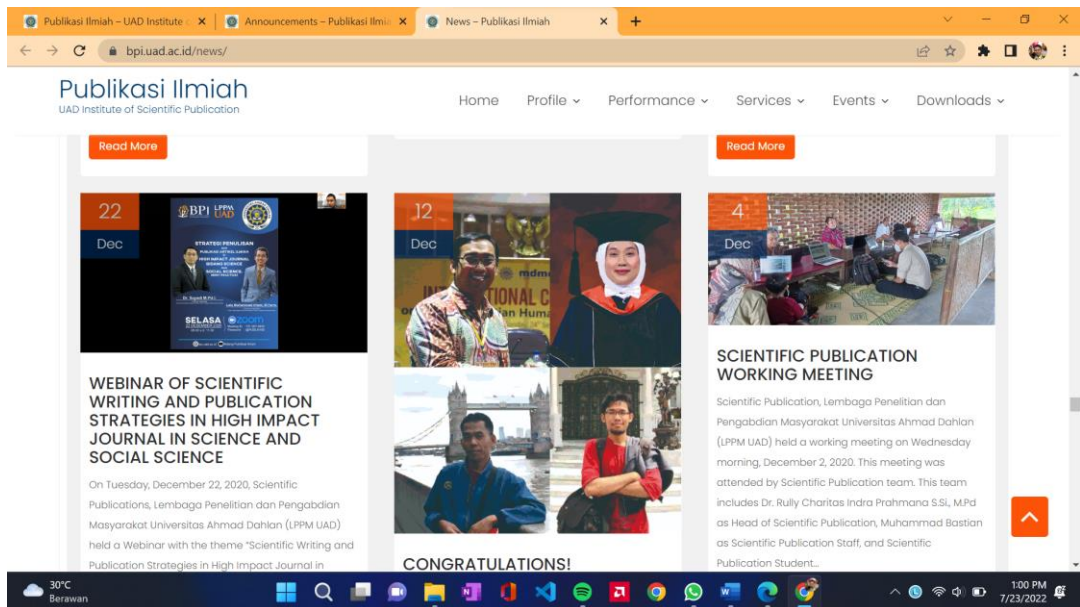
**Figure 4.10** BPI's Form page

Figure 4.10 shows the synchronization form of Sinta, several other services still use the Google form, such as domain requests, DOI activation, SCOPUS information, the process of which will be carried out by the employee concerned and the information will be returned via WhatsApp message or email concerned.

- e) The event menu contains all announcements and news that have been published, shown in Figure 4.11



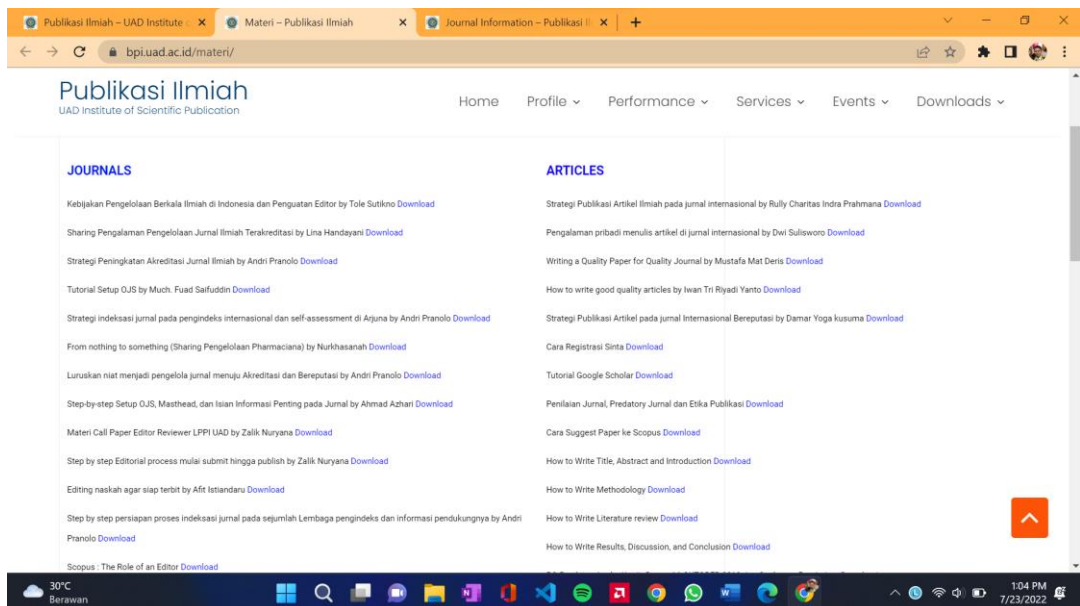
**Figure 4.11** BPI's Annoucement page



*Figure 4.12 BPI's News page*

In Figures 4.11 and 4.12 are news and announcements uploaded with the apprentice being the author, such as pamphlet designs and activities that the author has participated in.

f) Then the Download menu contains material in the form of Journals and Articles that can be downloaded. Shown in Figure 4.13



*Figure 4.13 BPI's Download page*

## 4. Validation Result

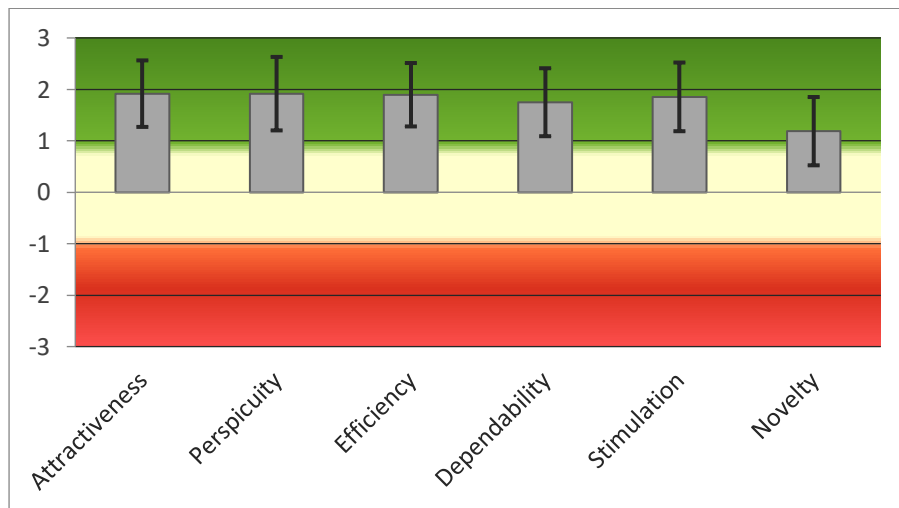
After finishing making changes to the UI appearance of the BPI website, the author carried out UX measurements using the UEQ (User Experience Questioner) method. UEQ contains contradictory assessments consisting of 7 scales as in table 4.2 below.[2]



**Table 4.2 UEQ Question List**

	1	2	3	4	5	6	7		
annoying	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	enjoyable	1
not understandable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	understandable	2
creative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	dull	3
easy to learn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	difficult to learn	4
valuable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	inferior	5
boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	exciting	6
not interesting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	interesting	7
unpredictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	predictable	8
fast	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	slow	9
inventive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	conventional	10
obstructive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	supportive	11
good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	bad	12
complicated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	easy	13
unlikable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	pleasing	14
usual	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	leading edge	15
unpleasant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	pleasant	16
secure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not secure	17
motivating	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	demotivating	18
meets expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	does not meet expectations	19
inefficient	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	efficient	20
clear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	confusing	21
impractical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	practical	22
organized	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	cluttered	23
attractive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	unattractive	24
friendly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	unfriendly	25
conservative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	innovative	26

User experience measurement is done online via Google Form. There were 12 respondents who were active students.

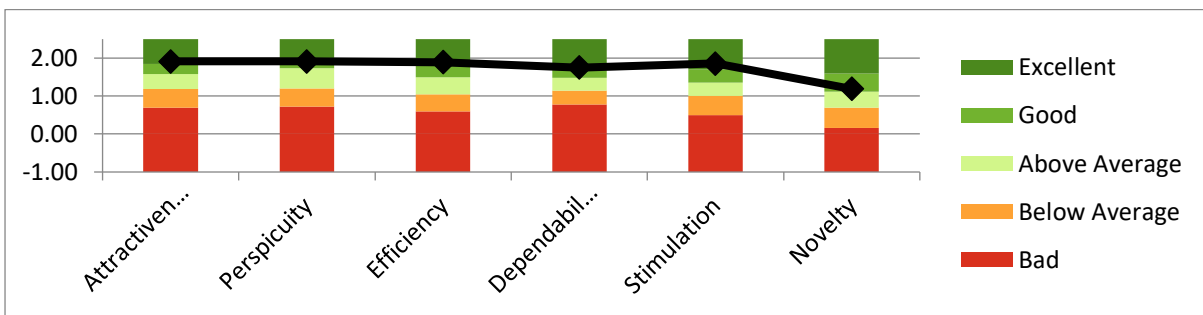


**Figure 4.14 UX Measurement Scale**

There are 6 (six) scales tested, namely attractiveness, perspicuity, efficiency, dependability, stimulation, and novelty. The test results as shown in Figure 4.14 indicate that the six scales are positive. Because if the test results are above a scale of 0, then the test results are said to have positive quality aspects. Meanwhile, if the value is less than 0, then the result represents a negative result.[3]

**Table 4.3 UEQ Benchmarks**

Scale	Mean	Comparisson to benchmark	Interpretation
<b>Attractiveness</b>	1.92	<b>Excellent</b>	In the range of the 10% best results
<b>Perspicuity</b>	1.92	<b>Good</b>	10% of results better, 75% of results worse
<b>Efficiency</b>	1.90	<b>Excellent</b>	In the range of the 10% best results
<b>Dependability</b>	1.75	<b>Excellent</b>	In the range of the 10% best results
<b>Stimulation</b>	1.85	<b>Excellent</b>	In the range of the 10% best results
<b>Novelty</b>	1.19	<b>Good</b>	10% of results better, 75% of results worse



**Figure 4.15 UEQ Benchmark result**

Table 4.3 shows the results of the calculation of the UEQ benchmark comparison. It can be seen that the author got the results of the UEQ Benchmark calculation with the Attractiveness, Efficiency, Dependability, Stimulation scale and got an Excellent result value which means that it is included in the range of 10% of products that have the highest score. Perspicuity and Novelty get Good results, which means 10% of the benchmark dataset is more good while the other 75% are worse, and 15% to achieve higher results.[3]

## 5. Qualitative data

When I asked my friends for comments about the results I made they gave a positive opinion like this:

Raihan: “Good”.

Andre: “The Website is interesting, and the picture is good”

## 6. Potential Collaboration in The Future

Currently, there are no plans for future collaborations between BPI UAD and apprentices.

## CHAPTER 5

### CONCLUSION AND POTENTIAL IMPROVEMENT

#### A. Conclusion

The conclusion is that the BPI web UI display changes have been successfully made. With the results of the changes measured by the UEQ (User Experience Questioner) method with the UEQ Benchmark results with the Attractiveness, Efficiency, Dependability, Stimulation scale getting an Excellent result which means that it is included in the range of 10% of products that have the highest score. Perspicuity and Novelty get Good results. which means 10% of the benchmark dataset is better while the other 75% is worse, and 15% to achieve higher results.

#### B. Suggestion for Improvements


1. When in the development process, it should be more prepared so that later in its development it will be more time efficient.
2. It is advisable for admin staff who will later develop the UI of the BPI website using the UX measurement method to find out how the value is in the eyes of the user.

## REFERENCES

- [1] D. I. Sensuse and S. H. Prayoga, "Analisis Usability Pada Aplikasi Berbasis Web Dengan Mengadopsi Model Kepuasan Pengguna (User Satisfaction)," *J. Sist. Inf.*, vol. 6, no. 1, p. 70, 2012, doi: 10.21609/jsi.v6i1.278.
- [2] and P. A. B. Tim May, Malcolm Williams, Richard Wiggins, "No 主観的健康感を中心とした在宅高齢者における健康関連指標に関する共分散構造分析Title," no. 1996, p. 6, 2021.
- [3] I. Rofni Wulandari and L. Dwi Farida, "Pengukuran User Experience pada E-Learning di Lingkungan Universitas Menggunakan User Experience Questionnaire (UEQ)," *J. Mantik Penusa*, vol. 2, no. August 2018, pp. 146–151, 2018.

## APPENDIX

### A. Contract Letter of Student Employee



**UNIVERSITAS AHMAD DAHLAN**  
**BIRO KEMAHASISWAAN DAN ALUMNI**  
KAMPUS 1 : Jalan Kapas 9, Semaki Yogyakarta 55166  
TELEPON : (0274) 563515, 511830, 379418, 371120 Fax, (0274) 564604

**SURAT PENERIMA**  
**BEASISWA KARYA MAHASISWA**  
Nomor : B5.2/130/D.68/IX/2020


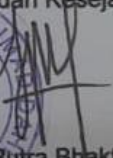
Kepala Bidang Pengembangan Karakter dan Kesejahteraan UAD memberikan tugas kepada mahasiswa yang namanya tersebut dibawah ini sebagai Penerima Beasiswa Karya Mahasiswa Strata-1 (S1) di Fakultas/Prodi atau Biro/Lembaga/Bidang/Unit Kerja di lingkungan Universitas Ahmad Dahlan.

No	Nama	NIM	Unit Kerja
1	Girindra Sulistiyo Wardoyo	1800018211	Bidang Publikasi Ilmiah LPPM UAD

Penerima Beasiswa Karya Mahasiswa Strata-1 (S1) bertugas membantu pekerjaan teknis maupun administratif dilingkungan Fakultas/Prodi atau Biro/Lembaga/Bidang/Unit Kerja, seperti tersebut diatas.

Surat ini diberikan kepada yang bersangkutan untuk dilaksanakan dengan sebaik-baiknya dan berlaku selama 6 (enam) bulan terhitung dari mulai Tanggal 26 September 2020 s.d.26 Maret 2021.

Yogyakarta, 26 September 2020  
Kepala Bidang Pengembangan  
Karakter dan Kesejahteraan,



**Caraka Putra Bhakti, S.Pd., M.Pd.**  
NIP. 60120714

Tembusan :

1. Dekan FTI
2. Kepala Bimawa
3. Ketua Program Studi Teknik Informatika
4. Kepala Bidang Finansial
5. Mahasiswa yang bersangkutan

## B. Log Book









**LOG BOOK KERJA PRAKTIK MAHASISWA PROGRAM  
STUDI S1 INFORMATIKA T.A 2021 / 2022  
(WAJIB DIISI DAN MASUK DALAM PENILAIAN)**

Nim : 1800018211  
 Nama Mahasiswa : Girindra Sulistiyo Wardoyo  
 Judul Praktik Magang : UI/UX Website Design for Bidang Publikasi Ilmiah LPPM UAD  
 Dosen Pembimbing : Ahmad Azhari, S.Kom., M.Eng.  
 Pembimbing Lapangan : Dr. Rully Charitas Indra Prahmana S.Si., M.Pd.

**Petunjuk Pengisian Log Book**

1. Log book di isi per minggu
2. Log book ditulis tangan
3. Setiap kegiatan di paraf oleh pembimbing lapangan/ dosen pembimbing Praktik Magang
4. Log book per minggu di paraf oleh dosen pengampu kelas Praktik Magang
5. Jumlah bimbingan minimal 4x

**Logbook Minggu 4 sd 7 (sebelum UTS)**

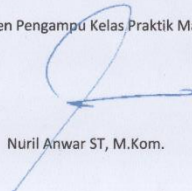
No	Kegiatan dan Lokasi Praktik Magang	Waktu Pelaksanaan		Hasil	Kendala, Rencana Perubahan (Jika ada)	Paraf Pembimbing Lapangan	Paraf Dosen Pembimbing Praktik Magang
		Hari/TGL	Jam Durasi				
1.	LPPM UAD	20 Maret 2022	1 Jam	Bertemu dengan kepala Bidang Publikasi Ilmiah untuk membahas tampilan website			
2.	LPPM UAD	11 April 2022	1 Jam	Pembahasan mengenai proses bisnis Bidang Publikasi Ilmiah			
3.	LPPM UAD	15 Mei 2022	1 Jam	Pembahasan mengenai konten yang sudah ada di website			
4.	LPPM UAD	23 Juni 2022	1 Jam	Melaporkan Progres yang sudah dikerjakan			

Catatan Pembimbing Lapangan/Dosen Pembimbing Praktik Magang / Dosen Pengampu Kelas Praktik Magang:

.....  
 .....  
 .....  
 .....

Dosen Pengampu Kelas Praktik Magang

Nuril Anwar ST, M.Kom.



Yogyakarta, 23 Juni 2022

Mahasiswa

Girindra Sulistiyo Wardoyo



**LOG BOOK KERJA PRAKTEK MAHASISWA  
PROGRAM STUDI S1 INFORMATIKA, UAD T.A 2021 / 2022  
(WAJIB DIISI DAN MASUK DALAM PENILAIAN)**

Nim : 1800018211  
 Nama Mahasiswa : Girindra Sulistiyo Wardoyo  
 Judul Praktik Magang : UI/UX Website Design for Bidang Publikasi Ilmiah LPPM UAD  
 Dosen Pembimbing : Ahmad Azhari, S.Kom., M.Eng.  
 Pembimbing Lapangan : Dr. Rully Charitas Indra Prahmana S.Si., M.Pd.

Petunjuk Pengisian Log Book

1. Log book di isi per minggu
2. Log book ditulis tangan
3. Setiap kegiatan di paraf oleh pembimbing lapangan/ dosen pembimbing Praktik Magang
4. Log book per minggu di paraf oleh dosen pengampu kelas Praktik Magang
5. Jumlah bimbingan minimal 3x

**Logbook Minggu 8 sd 10 (setelah UTS)**

No	Kegiatan dan Lokasi Praktik Magang	Waktu Pelaksanaan		Hasil	Kendala, Rencana Perubahan (Jika ada)	Paraf Pembimbing Lapangan	Paraf Dosen Pembimbing Praktik Magang
		Hari/TGL	Jam Durasi				
1.	LPPM UAD	30 Juni 2022	1 jam	Melaporkan Progres yang sudah dikerjakan			
2.	LPPM UAD	7 Juli 2022	1 jam	Pembahasan desain UI			
3.	LPPM UAD	16 Juli 2022	1 jam	Revisi desain UI			
4.	LPPM UAD	23 Juli 2022	1 jam	Pembahasan penilaian pengukuran UX			

Catatan Pembimbing Lapangan/Dosen Pembimbing Praktik Magang / Dosen Pengampu Kelas Praktik Magang:

.....

.....

.....

.....

.....

Dosen Pengampu Kelas Praktik Magang

Nuril Anwar ST, M.Kom.

Yogyakarta, 23 Juli 2022

Mahasiswa

Girindra Sulistiyo Wardoyo

## C. Supervisor Form Score

### FORM PENILAIAN PEMBIMBING LAPANGAN

Yang bertanda tangan di bawah ini :

Nama : Muhammad Bastian  
 NIK / NIP : 08021994  
 Jabatan : Staff LPPM

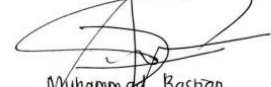
Sebagai Pembimbing Lapangan Praktik Magang :

Nama : Girindra Sulistyo Wardoyo  
 NIM : 1800018211

Setelah mengikuti pelaksanaan Praktik Magang mahasiswa tersebut, memberikan nilai sebagai berikut :

ASPEK PENILAIAN	Paramater Penilaian					Skor
	Sangat Baik 5	Baik 4	Cukup 3	Kurang 2	Buruk 1	
1. Komunikasi dan Pemahaman Instruksi Kerja		✓				4
2. Keaktifan dan Respon di Tempat Kerja	✓					5
3. Kesesuaian Materi KP dengan Keilmuan Mahasiswa	✓					5
4. Disiplin Kerja		✓				4
5. Pengerjaan Tugas dan Ketrampilan Teknis	✓					5
<b>Total</b>						<b>23</b>

Yogyakarta, 28 Juli 2022

  
 Muhammad Bastian  
 NIK/NIP 08021994

\* Pengesahan lapangan harus ditandatangani dan dibubuhi cap



## D. Documentation



