Abstract

The civil servant promotion administration process in Boalemo Regency still faces manual workflow constraints and a lack of transparency. This study aims to design an intuitive civil servant promotion system interface prototype using a User Interface and User Experience (UI/UX) approach. The research method used Figma-based prototyping, involving three user roles: OPD Admin, BKPSDM, and BPKPD. The design feasibility evaluation was conducted using the System Usability Scale (SUS) instrument with 15 respondents. The test results showed the prototype obtained an average score of 4.52 out of 5.00 (equivalent to 90.5 on a scale of 0–100). This score falls into the Excellent category, indicating the interface has a very high level of usability and is easy to understand. It is concluded that this prototype meets UI/UX feasibility standards and is suitable as a basic reference for developing an efficient personnel information system in Boalemo Regency.

Keywords: *Civil Servant Promotion, Prototyping, UI/UX, System Usability Scale (SUS), Boalemo Regency.*

Abstrak

Proses administrasi kenaikan pangkat ASN di Kabupaten Boalemo masih menghadapi kendala alur kerja manual dan kurang transparan. Penelitian ini bertujuan merancang prototype antarmuka sistem kenaikan pangkat ASN yang intuitif menggunakan pendekatan User Interface dan User Experience (UI/UX). Metode penelitian menggunakan Prototyping berbasis Figma, melibatkan tiga peran pengguna: Admin OPD, BKPSDM, dan BPKPD. Evaluasi kelayakan desain dilakukan menggunakan instrumen System Usability Scale (SUS) terhadap 15 responden. Hasil pengujian menunjukkan prototype memperoleh skor rata-rata 4,52 dari skala 5,00 (ekuivalen 90,5 pada skala 0–100). Nilai ini masuk kategori Excellent, mengindikasikan antarmuka memiliki tingkat kegunaan sangat tinggi dan mudah dipahami. Disimpulkan bahwa prototype ini memenuhi standar kelayakan UI/UX dan layak dijadikan acuan dasar pengembangan sistem informasi kepegawaian yang efisien di Kabupaten Boalemo.

Kata Kunci: Kenaikan Pangkat ASN, Prototyping, UI/UX, *System Usability Scale* (SUS), Kabupaten Boalemo.