

WIREFRAME WEBSITE INTERFACE DESIGN MIFTAHUL HUDA MOSQUE PROSPERITY COUNCIL USING THE DESIGN THINKING METHOD

Santi Purwanti¹, Jaja², Rakhmayudhi³, Dian Perdiansyah⁴, Sahrul Ramdan⁵
^{1,2,3,4,5}Fakultas Ilmu Komputer Universitas Subang

ARTICLE INFO

Keywords:

Website, Interface Design,
Design Thinking, Wireframe,
Figma

E-mail:

santipurwanti@unsub.ac.id,
jaja@unsub.ac.id,
rakhmayudhi@unsub.ac.id,
perdiandian@gmail.com,
sahrulramdan.75@gmail.com,

ABSTRACT

The website is a necessity in disseminating information that can be accessed through cross platforms and makes it easy for users to access the information they need. The Miftahul Huda Mosque Prosperity Council (DKM) has problems in terms of disseminating information which has a wider scope, to solve existing problems it is necessary to make a website, but in making a website it is necessary to pay attention to the aesthetics and suitability of the function of the display to be designed so that users feel more comfortable and feel that they always want to access information on the website, based on this, it is necessary to make an interface design that suits the needs of users by using the Design Thinking method. Design Thinking has five stages and three stages that will be used to design the Miftahu Huda Mosque Prosperity Council (DKM) website interface. In making the interface design the tool used is figma so that it makes it easy for the team to create interface designs simultaneously and communicate through visuals. From this research, wireframes were generated for home, articles, services, galleries, about, contacts and search.

Copyright © 2022 Economic Journal. All rights reserved.
is Licensed under a [Creative Commons Attribution-NonCommercial 4.0 International License \(CC BY-NC 4.0\)](https://creativecommons.org/licenses/by-nc/4.0/)

1. INTRODUCTION

The website is a forum for disseminating information that is poured into various pages digitally and can be accessed via domains or sub-domains on the internet, namely the World Wide Web (WWW). (Trimarsiah & Arafat, 2017). The purpose of making a website is to help in terms of promotion and marketing for the industry or transparency of public services for government which can be more effective in terms of time to get the desired information. (Andik Prakasa Hadi & Faiz Abdul Rokhman, 2020).

The Miftahul Huda Mosque Prosperity Council (DKM) is an organization that is in a mosque whose role is very important in advancing and increasing the prosperity of the congregation of the mosque (Ilyas, 2019; Achmad et al., 2022). Miftahul Huda is one of the mosques located in the Sidodadi RSS complex, Pasirkareumbi Village, Subang District, Subang Regency, which currently does not have a website to manage the activity agenda in the mosque both in religious, social and economic activities. Based on this, a website is needed with an interface design that is in accordance with the needs of users within the Miftahul Huda Mosque Prosperity Council environment.

To meet the aesthetics and comfort of users in accessing the website, it is necessary to make an interface design, interface design is an important thing that needs to be done before entering the website creation stage so that the website can be easily understood, so the design must focus on the needs of website users. (Efraim et al., 2021). In addition to aesthetics in *wireframe website interface design miftahul huda mosque prosperity council using the design thinking method*- Santi Purwanti, Jaja, Rakhmayudhi, Dian Perdiansyah, Sahrul Ramdan

interface design, it is also important to pay attention and consider the functional aspects of the system before the system or website is developed. (Wibawanto & Nugrahani, 2017; Mariane et al., 2022).

Interface design in the design process needs communication between teams so that redesign does not occur, because this can happen if there is a lack or absence of visual communication between teams. (Rully Pramudita et al., 2021; Purwanda & Achmad, 2022). To package the team's activities in making interface designs, one needs a design tool, namely Figma, Figma is a tool that has complete features in managing interface designs and can be used simultaneously in the same work even though in different places so as to facilitate communication in visual form. create a website interface design. (Muhyidin et al., 2020)

2. METHOD

The method used in this interface design is the Design Thinking method where this method is a design needs analysis method that focuses on the understanding and needs of system or website users. (Soedewi, 2022). In Design Thinking there are five stages namely empathize, define, ideation, prototype, and test, and three stages that will be used in the interface design of DKM Miftahul Huda's website.



Figure 1. Interface Design Stage for the Website of the Miftahul Huda Mosque Prosperity Council

The following is an explanation of each stage that will be carried out in the Website Interface Design of the Miftahul Huda Mosque Prosperity Council. (Dayanah et al., 2022).

Empathize

The first stage, namely Empathize, this stage aims to understand every desire of website users which can be adjusted to the task and function needs of each user.

Define

After the first stage of Empathize is carried out, it is continued by making observations from the data obtained in the previous stage to ascertain the needs and problems of each user, and in this case the focus must also be on the wishes and problems of the users.

Ideate

The third stage determines solutions to existing problems by finding ideas to solve various problems that arise, so that from these ideas a wireframe design can be started.

3. RESULTS AND DISCUSSION

Empathize

From the results of observations that have been made, there are several obstacles and desires that are owned by the Mosque Prosperity Council for the welfare of the congregation of the mosque, the following are the results of the observations:

- Want media that can provide information related to agendas or activities that have been and will be held, so far the difficulty in disseminating information has only relied on letters that are distributed and information conveyed during activities
- We want religious broadcasts through religious articles that can be used as media for lectures in the form of articles, so far what has been done is pasted up on information boards.

wireframe website interface design miftahul huda mosque prosperity council using the design thinking method- Santi Purwanti, Jaja, Rakhmayudhi, Dian Perdiansyah, Sahrul Ramdan

- c. Providing tausiah or other religious activities in the form of videos and photos so that the congregation can listen to it repeatedly, both those who come during the activity and those who don't come. So far, tausiah can only be seen or heard during the activity
- d. In the future, DKM will expand its services starting from the mosque's zakat agency, economic improvement, and social services.

Define

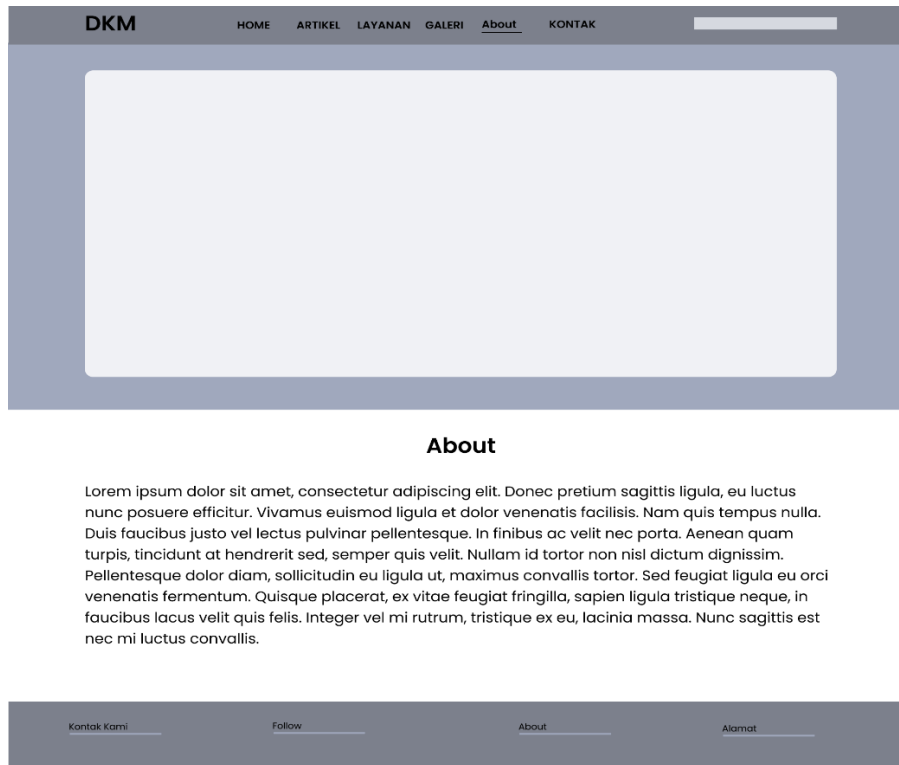
At this stage a list table will be made of user needs in designing the website interface of the Miftahuluda Mosque Prosperity Council

Table 1. List of User Needs

No	User Requirements	Description
1	Displays the Home Page or homepage	This requirement can display various media, both photo and video articles that have just been published based on the latest order
2	Manage and display articles	User requirements in this section can manage and display various kinds of articles that have been input and managed by the manager
3	Manage and display services	In this requirement displays various kinds of services and information related to the services available at the Miftahul Huda Mosque Prosperity Council
4	Manage and display Galleries	The gallery section can display various kinds of videos and photos of activities that have been carried out as well as information in the form of photos of activities that will be carried out in the future
5	Displays About	Displays information relating to the Miftahul Huda Mosque Prosperity Council in general
6	View Contacts	Displays contacts that can be contacted either WhatsApp number, email, Google Maps, Instagram or Facebook.
7	Do a search related to the article	The need for this user to perform a search according to what the user input is related to the existing articles based on the search key.

Ideate

The next stage is pouring out a predetermined list of user needs with a wireframe so that it can provide convenience when designing the website prototype being developed. The following is the website wireframe of the mosque's prosperity council:



Gambar 2. Wireframe About

DKM

[HOME](#)
[ARTIKEL](#)
[LAYANAN](#)
[GALERI](#)
[About](#)
[KONTAK](#)

GALERI

[Lihat Semuanya →](#)

BERITA & INFORMASI

>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quis egestas neque, non cursus urna. Sed et pulvinar diam. Mauris sit amet sed et pulvinar diam. Mauris sit amet sed et pulvinar diam.

>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quis egestas neque, non cursus urna. Sed et pulvinar diam. Mauris sit amet sed et pulvinar diam. Mauris sit amet sed et pulvinar diam.

>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quis egestas neque, non cursus urna. Sed et pulvinar diam. Mauris sit amet sed et pulvinar diam. Mauris sit amet sed et pulvinar diam.

[Lihat Semuanya →](#)

LAYANAN

ARTIKEL

>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quis egestas neque, non cursus urna. Sed et pulvinar diam. Mauris sit amet sed et pulvinar diam. Mauris sit amet sed et pulvinar diam.

>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla quis egestas neque, non cursus urna. Sed et pulvinar diam. Mauris sit amet sed et pulvinar diam. Mauris sit amet sed et pulvinar diam.

[Lihat Semuanya →](#)

[Kontak Kami](#)
[Follow](#)
[About](#)
[Alamat](#)

Figure 4. Article Wireframe

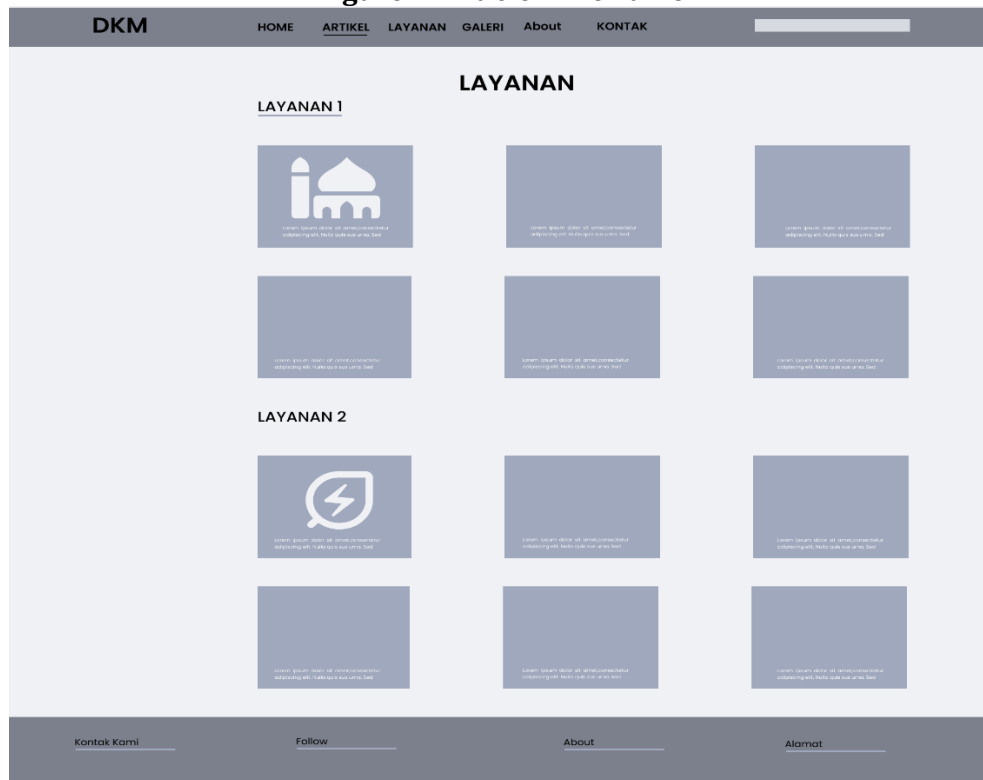


Figure 5. Service Wireframe

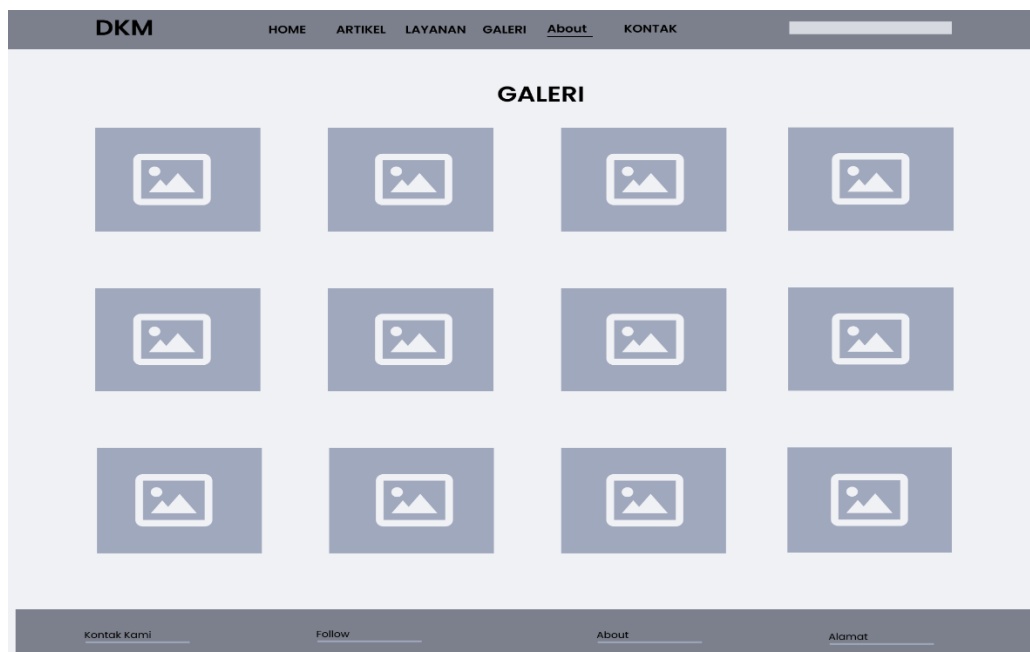


Figure 6. Gallery Wireframe

4. CONCLUSION

By using the three stages in the design thinking method of the five existing stages, several wireframes are produced based on user needs in the interface design of the Masjid Prosperity wireframe website interface design miftahul huda mosque prosperity council using the design thinking method- *Santi Purwanti, Jaja, Rakhmayudhi, Dian Perdiansyah, Sahrul Ramdan*

Council website, namely there are wireframes home, articles, services, galleries, contacts and search. This design can be used as a reference in making prototype designs and website development in the future.

References

- [1]. Achmad, W., Nurwati, N., Fedryansyah, M., & Sumadinata, R. W. S. (2022). Implementing Social Capital in Poverty Reduction Efforts in Indonesia: 10.2478/bjlp-2022-002051. *Baltic Journal of Law & Politics*, 15(3), 689-698.
- [2]. Achmad, W., Nurwati, N., Fedryansyah, M., & Sumadinata, R. W. S. (2022). Women's Social Capital for Empowering Poor Households. *International Journal of Artificial Intelligence Research*, 6(1.2).
- [3]. Andik Prakasa Hadi, & Faiz Abdul Rokhman. (2020). Implementasi Website Sebagai Media Informasi Dan Promosi Pada Pondok Pesantren Putra-Putri Addainuriyah 2 Semarang. *Pixel :Jurnal Ilmiah Komputer Grafis*, 13(1), 39-49. <https://doi.org/10.51903/pixel.v13i1.190>
- [4]. Dayanah, N., Azzahra, F., Pribadi, M. R., & Sonia. (2022). Desain Antarmuka Pada Aplikasi StudyVerse dengan Menggunakan Metode Design Thinking. *MDP Student Conference (MSC) 2022*, 622-627. <https://jurnal.mdp.ac.id/index.php/msc/article/view/1756>
- [5]. Efraim, M., Setiawan, A., Huang, D., & Herlina Rochadiani, T. (2021). Perancangan Desain Antarmuka Pada Aplikasi Kesehatan Practalk. *Jurnal Inovasi Informatika*, 6(1), 1-10. <https://doi.org/10.51170/jii.v6i1.147>
- [6]. Ilyas, M. (2019). UPAYA PENGURUS DEWAN KEMAKMURAN MASJID (DKM) DALAM PEMBINAAN KEBERAGAMAAN REMAJA : Studi pada Remaja Masjid Ahlul Khoir RT 08 RW 13 Kelurahan Cilebut Timur Kecamatan Sukaraja Kabupaten Bogor. *Prosiding Al Hidayah Pendidikan Agama Islam*, 192-202.
- [7]. Mariane, I., Erna, E., Yusuf, Y., Ardiati, R. L., & Achmad, W. (2022). Implementation of Good Environmental Governance in Handling Waste in Watersheds (DAS). *Res Militaris*, 12(2), 3455-3463.
- [8]. Muhyidin, M. A., Sulhan, M. A., & Sevtiana, A. (2020). Perancangan Ui/Ux Aplikasi My Cic Layanan Informasi Akademik Mahasiswa Menggunakan Aplikasi Figma. *Jurnal Digit*, 10(2), 208. <https://doi.org/10.51920/jd.v10i2.171>
- [9]. Rully Pramudita, Rita Wahyuni Arifin, Ari Nurul Alfian, Nadya Safitri, & Shilka Dina Anwariya. (2021). Penggunaan Aplikasi Figma Dalam Membangun Ui/Ux Yang Interaktif Pada Program Studi Teknik Informatika Stmik Tasikmalaya. *Jurnal Buana Pengabdian*, 3(1), 149-154. <https://doi.org/10.36805/jurnalbuanapengabdian.v3i1.1542>
- [10]. Purwanda, E., & Achmad, W. (2022). Environmental Concerns in the Framework of General Sustainable Development and Tourism Sustainability. *Journal of Environmental Management and Tourism*, 13(7), 1911-1917.
- [11]. Soedewi, S. (2022). Penerapan Metode Design Thinking Pada Perancangan Website Umkm Kirihuci. *Visualita Jurnal Online Desain Komunikasi Visual*, 10(02), 17. <https://doi.org/10.34010/visualita.v10i02.5378>
- [12]. Trimarsiah, Y., & Arafat, M. (2017). Analisis dan Perancangan Website sebagai Sarana Informasi pada Lembaga Bahasa Kewirausahaan dan Komputer AKMI Baturaja. *Jurnal Ilmiah Matrik*, 19(1), 1-10.
- [13]. Wibawanto, W., & Nugrahani, R. (2017). Desain Antarmuka (User Interface) Pada Game Edukasi. *Jurnal Imajinasi*, XI(1), 9-18.