

# Vegetablefruit Ui/Ux Application Design Using Mobile-Based Figma

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## ABSTRACT

Food sources that provide many benefits for the body are fruits and vegetables. Fruits and vegetables have good content in them such as vitamins, minerals and dietary fiber which are good for the body. Freshness in fruits and vegetables is very influential on the content in them. Conversely, reducing consumption of fruits and vegetables is the same as increasing the risk of disease, including reducing health. It was proven in 2017 when 3.9 million people died because the level of consumption of fruits and vegetables was low. To overcome this, an application design was created to make it easier for users to find fresh fruit or vegetables, namely Vegetable Fruit. This platform can help users view stock information on fruit or vegetables being sold. With this research, further research is needed on user experience using an online-based vegetable selling platform. In this way, it can be seen how the user experience is using the Platform so that it can be used as a new reference for startups making online applications. In this study, one of the methods to solve the problem, namely the Design Sprint. Based on the results of research on the UI/UX design of the VegetableFruit application, one of the methods used, called Design Sprint, can solve this problem. In the results of the UI/UX design research, the Vegetable Fruit application has discount features, light mode, and has many payment methods that can make it easier for users.

**Keywords:** vegetables, fruit, online, Design Sprint

## INTRODUCTION

Technological developments that are developing at this time will bring up a variety of new innovations aimed at facilitating human work and making it easier to get information anytime and anywhere. With the sophistication of technology today, it can facilitate the work of small traders to large companies. At this time due to technological sophistication resulting in changes in these activity patterns, the growth of people who choose to shop online is increasing. As many as 93% of Indonesians search for products online and decide to buy these products (Fadliyani Nawir, 2021).

Smartphone is a technology that has been present in the general public which can provide great benefits and convenience to its users in various fields, including in the economic field. When needed in the trading business Smartphones that support technology from the internet can be used to buy and sell goods remotely, which can be done easily and quickly. Smartphones can make it easier for merchants to sell online by providing complete information to their users. Utilization of this technology can help be more efficient in buying and selling activities (Reza, 2021). The need for information communication technology maintenance develops in such a way. It can't be denied that the use of information communication technology maintenance service will be more effective, faster, easier and relatively more economical than conventional treatment (Faisal & Kisman,

2020).

Fruits and vegetables are food sources that provide benefits to the body. These food sources have a lot of content in them such as vitamins, minerals, and food fiber. Fruits also contain Fructose and Glucose in them (Hidayati, 2022). Conversely, reducing consumption of fruits and vegetables is the same as increasing the risk of disease, including reducing health. It was proven in 2017 when 3.9 million people died because the level of consumption of fruits and vegetables was low (Saputra, 2022). This can cause problems for vegetable and fruit sellers because they are not selling well. This impact will incur losses to the seller because the goods are damaged because they are stored for too long.

One of the fruit shops that provides local fruit taken directly from farms is Wien's Fresh fruit shop. Wien's Fresh fruit shop provides many types of fresh fruit sourced directly from farmers. What is provided at the fruit shop consists of watermelon, melon, avocado, crystal guava and many more.

The public's lack of interest in buying fruit at the Wien's Fresh fruit shop is because they don't know what fruit is available there. Apart from that, in front of the Wien's Fresh fruit shop is written the word "GROCIER". This causes people to think that if they want to buy fruit at the Wien's Fresh shop, they must buy it in large quantities, so people who only need fruit in whole quantities or kilos choose to buy it at the market. Therefore, the Wien's Fresh fruit shop more often

serves large sales such as Indomaret and Alfamart in the Magelang, Yogyakarta and Semarang areas.

Design Sprint serves as an innovative approach to the use of human-centered design tools. The Design Sprint method gives startups tremendous power by eliminating unnecessary debates and minimizing time-consuming tasks. The design

sprint method consists of 5 phases, namely understand, diverge, decide, prototype, and validate with limited time to reduce the risk of bringing the product to market (Anggraini, Susanto, & Ahmad, 2022).

There are several types of methods for designing application designs that aim to help facilitate research. One method that can be used is Design Sprint, where using this method can produce good designs and prototypes. This method can be used to quickly develop application designs to produce features that suit users' needs (Tedyyana, Fauzi, Enda, Ratnawati, & Syam, 2022).

The Design Thinking method and the Design Sprint method are creative approaches used in the product or solution development process, although they have significant differences in approach and implementation time. Design Thinking is an approach that focuses more on deep understanding of user problems, has five stages such as Empathize, Define, Ideate, Prototype, and Test which aims to emphasize continuous interaction with users (Hamdandi et al., 2022). On the other hand, the Design Sprint method is a more structured and short-time approach. Design Sprint has five stages, namely Understand, Diverge, Decide, Prototype, and Validate, so this research chose the Design Sprint method which has more detailed stages in this research stage (Isabel, 2022).

Researchers chose the Design Sprint method compared to other methods to solve problems at the Wies'n Fresh fruit shop because this method has several advantages that suit our company's needs and goals. The Design Sprint method allows us to achieve fast and focused results. In a relatively short period of time, we were able to identify the main problems facing Wies'n Fresh fruit stores and come up with an innovative solution.

The method used to solve the problem above is designing a fruit ordering application, namely the Design Sprint method. Using the Design Sprint method aims to help researchers create an application design. From the problems above, the researcher proposed a system design with the research idea "Vegetablefruit Ui/Ux Application Design Using Mobile-Based Figma".

## RESEARCH METHODS

Research stage

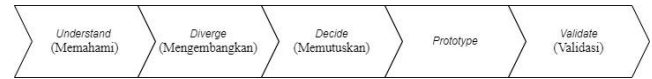


Figure 1. Design Sprint method

The research method in Figure 1 helping to design a mobile-based VegetableFruit application is the design sprint method. Because using this method is easy to understand, flexible, and functions in solving problems so that it can help in making application designs that are in accordance with the wishes of prospective users. According to Jake Knapp of Google Ventures, a design sprint is a five-day framework to help companies create a product concept and prototype (Khoirunisa & Ramadhani, 2022). The design sprint has five stages.

### (1) Understand

At the Understand stage it is carried out on the first day which aims to determine targets to be completed and equate the perceptions of members of the team so that they focus on a problem (Liza Trisnawati, Setiawan, & Ryanto, 2023).

### (2) Diverge

The Diverge stage is carried out on the second day which focuses on finding solutions to the results of the problems that have been discussed at the Understand stage in order to produce a mobile application UI/UX design. At this stage, all team members will provide suggestions and ideas to provide solutions to the problems that have been discussed previously (Pambudianto, 2019).

### (3) Decide

The Decide stage is carried out on the third day which aims to decide on a design that has been agreed upon at the Diverge stage to solve the problem by providing an effective solution. The voting process will be used when there is no agreement yet (Prayoga, Defriani, & Irmayanti, 2022).

### (4) Prototype

The prototype stage is carried out on the fourth day which focuses on making mockups to interact with potential users which will later be used as samples to carry out validations in accordance with the design solutions that have been agreed upon by the team (Pfisterer, Boger, & Wong, 2019).

### (5) Validate

The validate stage is the last stage which aims to validate the mockup that has been made as a solution to the problems

of prospective users by conducting direct interviews. This is done to validate whether it is in accordance with the needs of prospective users or not. This feedback will be used to assist the process of designing the ui/ux application to suit the wishes and needs of prospective users (Khoirunisa & Ramadhani, 2022).

### Identification of problems

In this stage the researcher identifies the problem by seeking information from the public about the causes of the lack of public interest in buying and consuming fruit and vegetables. The purpose of carrying out this identification aims to make it easier for researchers to provide solutions to an online buying and selling system to the public. The steps taken to identify the problem are as follows in Figure 2.

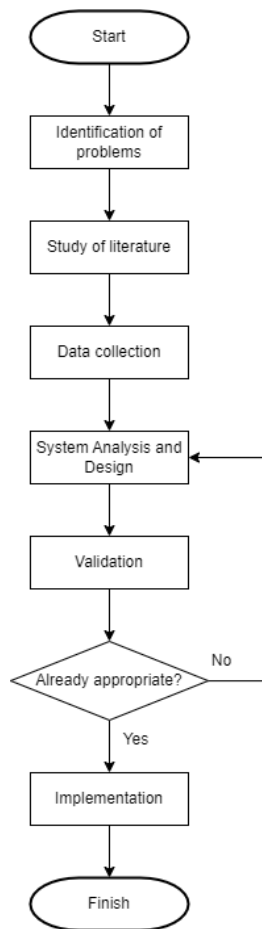


Figure 2. Stage of the design process

#### (1) Identification of problems

At the problem identification stage, the aim is to understand the problem and be able to make a definition so that it becomes more coherent. The aim is to help researchers

take the first steps of the research.

#### (2) Literature Studies

The Literature Study stage is carried out by designing a series of data collection activities by looking for common problems in the community. Search and read many references to get more extensive information. As well as processing research materials that have been obtained from various sources and information that is generally spread in the community. Besides that, to make it easier for researchers to target the market so that it is right on target.

#### (3) Data collection

At the data collection stage, the aim is to find information directly. Collecting data accurately can be done by conducting surveys directly to the general public to obtain data. The data sought adjusts to the target market that has previously been determined.

#### (4) System Analysis and Design

At this stage it can be done to analyze the results of the data that has been obtained. The purpose of this analysis is to facilitate the search. As well as being able to design an application system because it already has clear information desired by the general public.

#### (5) Validation

After the system design has been completed, validation is carried out. The purpose of this validation is to avoid errors that occur. As well as to ensure that the system design is in accordance with what is desired by the user and runs smoothly.

#### (6) Implementation

At the Implementation stage, you can carry out the implementation or application of the system design that has been made. In addition, this stage can help researchers because there is input from the community and will make it a suggestion for further development in the future.

### Analysis of Research Methods

In the ui/ux design process, the designers get the right solution to solve the problems of potential users. So, the members of the writing team used the design sprint method and used the design thinking method stage. In the design thinking stage used for making ui/ux designs, namely the ideate and prototype stages (Khoirunisa and Ramadhani 2022).

#### (1) Ideate

The ideate stage is used to assist the process of finding the right solution for each team member's idea in the design

sprint method by carrying out a brainstorming, brainwriting, worst idea, and scamper process (Khoirunisa and Ramadhani 2022). The scamper process and input of the worst ideas will help the ui/ux designer to expand the existing problem space. In the final stage of this process, it can help to test whether the ideas used provide solutions to existing problems by conducting product validation.

(2) *Prototype*

The prototype stage can assist the ui/ux design process in the form of mockups in specific features that can be found, so that in the validation process the design sprint method can be tested, corrected, and re-examined after receiving feedback from potential users (Khoirunisa and Ramadhani 2022). After carrying out the prototype stage, validation is carried out on prospective users to get feedback by conducting interviews. The interview process is carried out directly to prospective users. The following is a table of questions asked when conducting interviews to get the appropriate results.

**Table 1. List of Interview Questions**

No	Question
1	Can the existence of a fruit and vegetable buying and selling application make it easier for users to buy vegetables and fruits?
2	Do you agree that online buying and selling applications are more convenient to use than going to physical stores directly?
3	Does the fruit and vegetable buying and selling application still need to be developed for the future?
4	Does the fruit and vegetable buying and selling application make it easier to process online transactions and payments?
5	Is the feature of the fruit and vegetable buying and selling application already in accordance with what the users need?
6	Does the color scheme used in the fruit and vegetable buying and selling application provide comfort to the users?
7	Are users interested in using the fruit and vegetable buying and selling application?

From this interview process, the ui/ux designer obtains data information desired by the community, input, and feature requirements for prospective users. By conducting face-to-face interviews, it will make it easier for the designer to design a fruit and vegetable buying and selling system. Interviews were conducted based on issues that had been discussed by members of the writing team.

**RESEARCH RESULTS**

In this section, the stages of implementing it using the design sprint method are explained in making the ui/ux design of the VegetableFruit application. Here are the results of the implementation:

(1) Understand

At this stage, three target markets are sought to design the VegetableFruit application. Besides that, it can make it easier for the designer to get information and be able to make a design according to the target user wants. Members of the writing team selected five potential users to meet the criteria below.

**Table 2. Prospective User Criteria**

Age	: 18-30 years old
Gender	: Male or female
Target User	: Community users who are targeted for the design of the fruit and vegetable buying and selling application are people who are busy with work matters, vegetarians, and people who have a healthy lifestyle.

After the authors' team members found sixty-five potential users who met the criteria above, the next step was to conduct interviews directly with potential users to obtain customer validation. The interview process was carried out based on the problems that had been discussed previously by the members of the writer as follows.

**Table 3. The Core of the Problem**

No.	Problems
1.	The community has difficulty finding fresh vegetables and fruit.
2.	People have difficulty getting good fruit and vegetables.
3.	It is difficult for the community to get information if the stock of vegetables and fruit still exists or has run out.

(2) Diverge

At the Diverge stage, each member of the writing team held a discussion where each member gave their own opinion to provide their ideas or ideas in a basic design using the mind map method. A mind map is a description of the ideas that

have been discussed on paper and shows how to operate them.

(3) Decide

At the Decide stage, a brainstorming process is carried out to minimize choices after getting ideas from team members then a testing process is carried out on prospective users of the ideas determined during direct interviews. The results of testing or feedback from prospective users can be used as a solution to these problems.

(4) Prototype

At this stage, a prototype was made in the form of a VegetableFruit application mockup made using Figma tools. This stage aims to validate or cancel assumptions to prospective users.

(5) Validate

The Validate stage is carried out with the aim of ensuring that the product is good and meets the needs of prospective users. At this stage, the interview after testing process is carried out, where team members must display the prototype in front of potential users before validating or canceling the prototype. This process is carried out in order to get a product validation from the feedback that has been given.

(6) Implementasi

In this section, the ui/ux design of the mobile-based VegetableFruit application will be explained using the design sprint method. The following is a display of the ui/ux design of the mobile-based VegetableFruit application.

- Login

On the login page, users must log in first to gain access to the VegetableFruit application by entering their email and password. To make it easier for users to log in using an email account that was previously registered and want to use that account, by providing the Sign in with Google feature. In addition, users can enter as a guest at the bottom Sign in with Google. Here is how the login page in Figure 3.

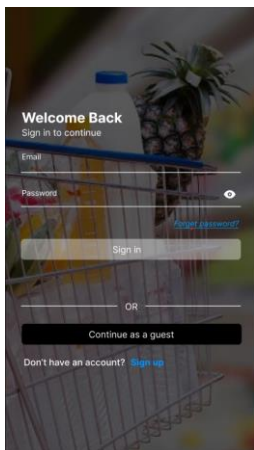


Figure 3. Login

- Registration

On the registration page in Figure 4, application users must register first before logging in. On this page the user must enter a full name for the user's nickname or as a user, Email to login, password for security to the user account, and password confirmation aims to make sure the password created is correct. In addition, the function of entering a password is to prevent data theft from users.

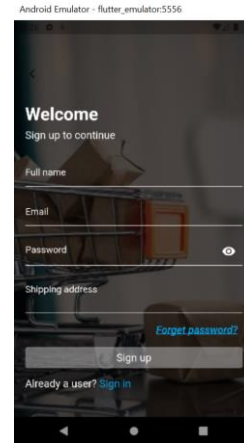


Figure 4. Registration

- Forget password

On the forget password page in Figure 5, users can see the forget password display after logging in. On the forget password page, it is enabled if the user forgets the password that was previously created. Therefore, when the user forgets the password, the steps that can be taken are to enter the email that was created

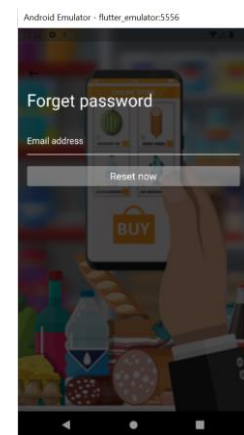


Figure 5. Forget password

- Home page

On the home page in Figure 6, users can see the appearance of the initial page after successfully logging in. On

this page users can see the types of fruit and vegetables that are sold. In each type there is a description of the name of the type of fruit or vegetable. In each table there is a description of the picture of the goods being traded. In the table section in the display there is also a description of the amount of each type of item sold. There is a like feature in the table to make it easier for users to find the type of item they want to buy again in the future. There is a basket icon that functions to put items in the basket to buy. There is a discount feature to give interest to buy to users. Users can see all types of goods in the view all section. In addition, users can see the prices listed for each type of item sold on the page.

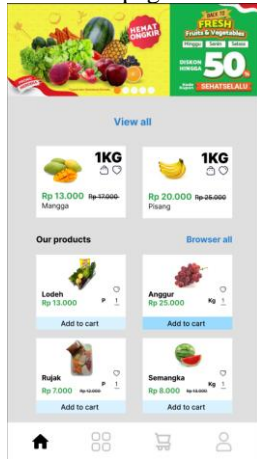


Figure 6. Home page

- Details Page

On the detail page in Figure 7, users will see information on the types of goods being sold. There is information that the item is registered as free shipping or not. Prospective customers can enter the items they want to buy at a later date by pressing the like icon on the page. In addition, prospective users can set the number of items they want to buy. There is a description of the number of items to be purchased and the amount can be adjusted according to the wishes or needs of the prospective buyer. Users can enter the items they want to buy into the basket so they can place an order for those items.

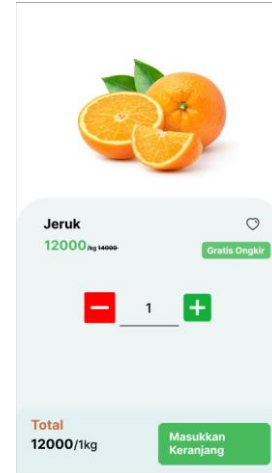


Figure 7. Details Page

- Basket

On the basket page in Figure 8, users can see a basket view that can help users to place orders. There is a description of the number of items ordered contained in the basket icon. Therefore, the user gets information on the number of items that have been put in the basket. There is information on the types of goods that have been entered into the basket and are in accordance with the amount desired by the prospective buyer. On that page the user can set the number of items he wants to buy. The information from the display is the total price of the items in the basket. Users buy more than one item in one order and the total price that appears will be automatically. In addition, there is a trash can icon to help remove items that you don't want to buy.

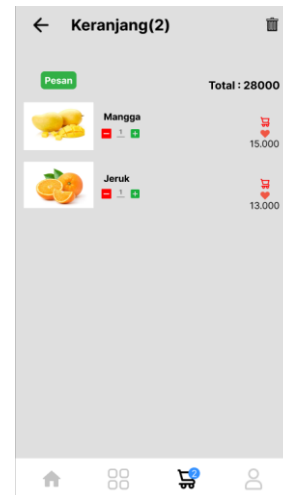


Figure 8. Basket

- Category Pages

On the category page in Figure 9, users can see the

appearance of the types of vegetables and fruits that have been grouped. The existence of a category page display helps users to make it easier to search for types of fruits and vegetables. In each table there are pictures of each type of grouping that exist. In addition, there is written information on each type of goods that has been grouped so that it is more organized and clear. There are colors in each table in the grouping to add interest and provide convenience in each existing category.



Figure 9. Category Pages

- User page

On the User page in Figure 10, the user will see the User page display after successfully logging in. On this page the user can see the username that has been registered as a user after logging in. Inside there is also an email account that was previously registered and will appear under the username of that account. There is a welcome sentence for the username which functions to give a nickname to the registered account owner. In the address list to display a page that functions to enter the address of the user. A person icon is given to help make it easier for people to understand that the address entered on the address page is the address of the account owner. In the message list the user can see confirmed orders and the items the user ordered will appear. It provides a basket icon in the message table to help the user understand when he wants to see that the items that have been ordered are verified. The favorites list functions to display pages of items that were previously liked, so they will be stored on that page.

In the favorites table, an icon is given the same as the user entering the item they like on the favorites page to make it easier for users to find items they want to buy another day. In the table seen, users can see information from the history of items that have been purchased by account users. In the table seen using the eye icon to provide an explanation the user can view information from the history of purchases that have been made. The Forgot Password table functions to help users display passwords that have been entered but have forgotten.

In the forgot password table, use an icon to provide information that in that table is the security section of the account that has been created. In the light mode table to help users use it at night to turn all features dark so they are not too bright when used. To help users, this feature is given a light icon. After the light mode feature is activated, the entire system in the application will turn dark. Besides that, it can help save battery on the smartphone because it uses dark light. On this page, an exit feature is provided to help users after using the application. To make it easier for users to eat, an exit icon is given. Besides being enabled to leave the application, namely to avoid stealing user data from irresponsible parties. With the features on the user page, users can change data according to what the user wants.

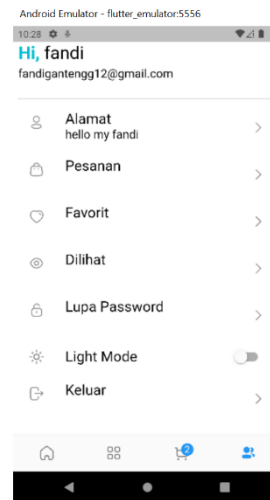


Figure 10. User page

- Address Page

On the address page in Figure 11, users can see a page that functions to enter the full address of the account owner. Users can enter the full address to update the account owner. After successfully updating, the full address that was previously entered will be automatically saved by the user's account. The feature of entering an address will make it easier for users to get recommendations for the closest seller when looking for fruit or vegetables.

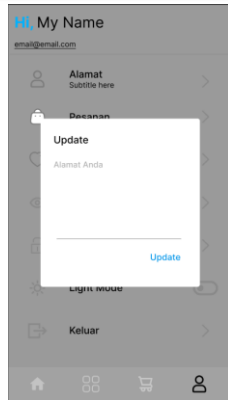


Figure 11. Address Page

- Sign Out

On the sign out page in Figure 12, the user can exit this application by using the exit feature. Users can view information about questions to users. There is a question asked to the user “Do you want to Sign Out?” to convince the user whether the user wants to exit this application or not. There is a person icon with an exclamation mark which serves to provide attention information to the account owner. On that page there are two choices for the owner of the user whether the user is sure to exit or not. The word NO written in blue enables the user account to remain logged in. The word that says OK in red enables it to exit the application.

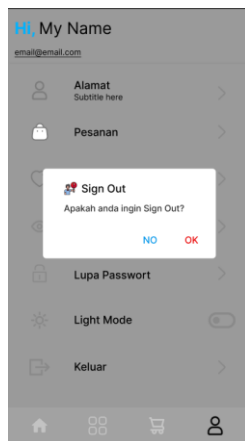


Figure 12. Sign Out

- Favorite page

On the favorites page in Figure 13, users can see the appearance of items that have been entered into favorites. Each table contains a description of the type of each item that has been preferred. The function of this favorites page is to make it easier for users to find fruits or vegetables that have previously been liked by buyers. There is information on pictures of goods to make it easier for users to see the types of goods being sold. There is information on the name of the fruit

or vegetable being sold to assist the user in clarifying the description of the item being sold. In each table on the goods listed the total price for each type of goods displayed. There is a feature to add to the basket so that you can order the desired item. There is a red love icon which functions as a marker that the preferred item has entered the favorites page. There is a trash can icon which is used to delete the fruit list on the favorites page if the user no longer wants to buy it. There is the word Wishlist which provides information that this page is a page for items you like and often buy them. There is an arrow icon that helps enabled users to return to the user page to make it easier to use after entering into the basket.

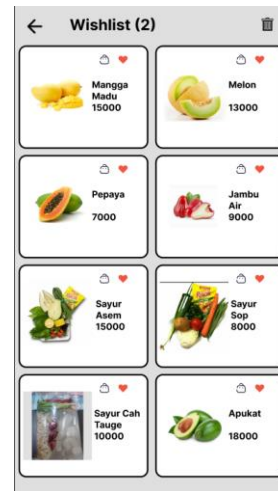


Figure 13. Favorite page

- History page

On the history page in Figure 14, the user can see a view of the history of the fruit or vegetable that has previously been purchased. On this page, users can see information on the types of vegetables or vegetables they have previously purchased. There are pictures on each list to make it easier for users to view information from history after buying. Each image has information on the name of the type of each make or vegetable that the user has purchased. There is also price information on each item purchased according to the history of prices that have been purchased. There is a tick feature to help the user as a marker that the item has been purchased has been taken by the customer. There is a feature to delete history on the history list when it is no longer used by the user. The feature used to delete user history can put it in the trash icon. There is a description of the word History to inform users that this page is a page for viewing purchase history information from users. There is an arrow icon on that page which is enabled to return to the user page after viewing the history page. With this feature users have no trouble returning to the user page.



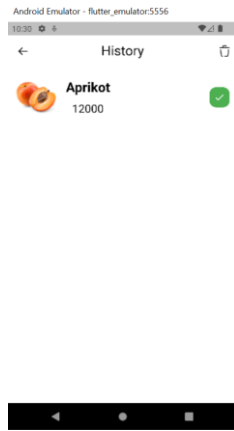


Figure 14. History page

- Admin Dashboard page

On the Admin Dashboard page in Figure 15, users can see the appearance of the Admin Dashboard page which is used as the admin of a store that sells fruit or vegetables in this fruit shop application. On the start page there are fruit and vegetable icons to make it feel comfortable on the eyes when used. Apart from that, it provides an easy-to-understand display. On the main page, the user immediately enters Gabian Main as the home page in that view. There is information from the display to make it easier for the user, so the description of the word Main is given on the page to indicate that the page functions as a home. In addition, a house icon is given to make it easier for users to understand so they can know that this page is the seller's home page. In this view the user can see the many features that have been provided. Apart from that, this feature helps admins sell their wares in the application. On that page there is the word Dashboard which provides information to users that the page displays all products sold on the online store application.

On this page there is a see all feature which functions to display all the products that have been sold in this application. There is the word Last Product on the display of the page which is used as a marker that the last product has been updated by the user. The display on this page provides a Search feature which can be enabled to search for old products and want to update these products. In addition, the Search feature can be used to search for products so that it is quicker when you have to read them one by one. The Search feature is given a blue color to help make it easier for users to see and provide comfort when used. A list of products that have previously been entered will appear on that page. In the product list there are pictures to provide information on each type of item sold by the seller. There is information on the total price displayed on the display to help the seller know that this is the price of the item being sold at the moment. There is a description of the name of the type of product being sold which provides information to the seller on each item being

promoted. In addition, there is information on the amount of goods sold for prospective buyers to make it easier for users to calculate and determine the price of each product. At each product price displayed it is the amount of each product sold by the seller. There is a three-dot icon which is used to change the product that was previously displayed on the Admin Dashboard page. Users can change the contents as well as the information on the list of products being sold because the selling price of fruit and vegetables will change every day following the prices from the farmers. Admins from sellers can enter new products that they want to sell by going to the Add Product page. With this feature, it can help sellers to add new products that are ready to be traded.

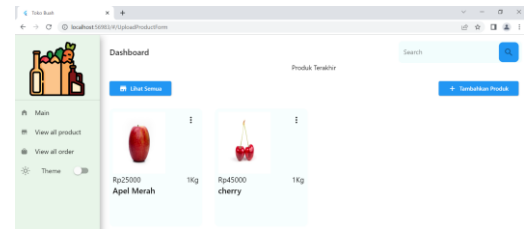


Figure 15. Admin Dashboard page

- Display Page of All Updated Products

On the display page of all products that are updated in Figure 16, the user can see that all products that have been updated by the seller will appear on that page. Users can enter the display page for all products after successfully entering View All Products on the start page. The View All Products list uses a shop icon to make it easier for users to provide information that this feature displays all products in the seller's online store. By providing a description of a sentence that reads View All Products, it provides a clearer understanding to the user. The page feature is provided to make it easier for users to find out which data has been updated by the seller or not yet updated by the seller. On that page there is information that reads All Products to the user.

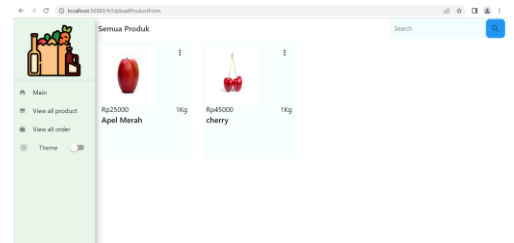


Figure 16. Display Page of All Updated Products

- Product Input Page

On the product input page in Figure 17, users can see all the features that work to enter new products on that page. Users can enter a new product name in the Product Name section that has been provided so that it helps buyers to find out the type of product being sold. Users can enter the price

of the product they want to sell by adjusting it in the Price table. Users can choose a category for the product to make it easier to search for the products that have been provided. In addition, users can select these products to be included in the type of unit of measure to make calculations easier for sellers and buyers. In the select image feature, users can choose an image that matches the product name that has been entered. Users are required to fill in all existing data to add new products.

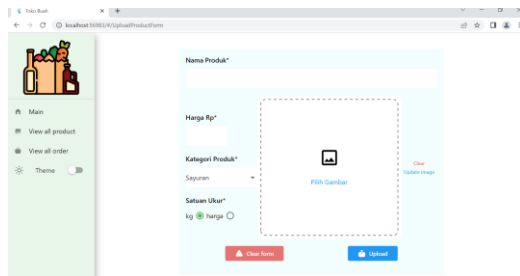


Figure 17. Product Input Page

- Product Edit Page

On the product edit page in Figure 18, users can see the existing features to change products that have not previously been entered after successfully entering through the three dots on the Admin Dashboard page. Users can see the sentence Edit This Product which functions to provide information that the admin can change all contents that have previously been entered. Users can update after filling in all the features on the page. Users can even delete data previously entered into the page. To make it easier for users to use the feature to save data after updating, a gear icon is used to make it easier for users to understand it. With the Update Image feature, users can take new photos to update old photos. In addition to giving a warning to the user that the data has been deleted, the data that has been entered will be deleted. Therefore, an exclamation point icon is given to help users understand the delete feature provided.

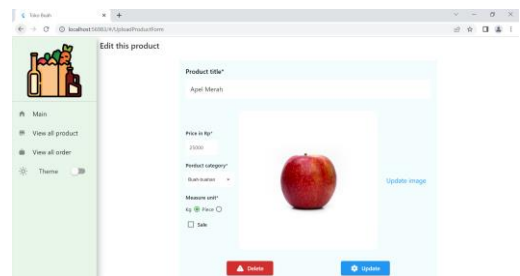


Figure 18. Product Edit Page

- Order Page

On the order page in Figure 19, users can see the appearance of the products that have been ordered by the

buyer. With this feature the user can see information from the buyer that an order has been entered. Users can see the order page after successfully entering View all orders. To make it easier for users to understand, the basket bag icon is used to provide information that this feature is for viewing incoming orders. On that page the user can see the word All Orders which provides information that all incoming orders will appear on this page. At each order has information adjusting the order of the buyer. There are pictures in each order to make it easier for users of each type of item ordered. Has a description of the number of products ordered by the buyer. There is a price for each order to provide information so that later there are no errors when making payment transactions by buying. And can be used to check if an error occurs when making a transaction. There is information on behalf of the buyer to help users so that there are no errors in product packaging and when making transactions later. There is a description of the date, month and year on each order to help the seller so he can see information when the buyer places an order for the product being sold.

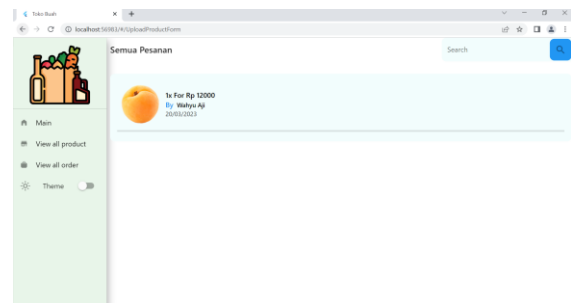


Figure 19. Order Page

With adequate features, such as designing an online buying and selling application, it aims to help users who have difficulty finding fresh fruits and vegetables. With this design, the researcher hopes that it can be used by the general public. In addition, this design can help promote Toko Buah Wien's Fresh.

Table 4. Question

No	Question	Index
1	Can the existence of a fruit and vegetable buying and selling application make it easier for users to buy vegetables and fruits?	84%
2	Do you agree that online buying and selling applications are more convenient to use than going to physical stores directly?	75%
3	Does the fruit and vegetable buying and selling application	88%

	still need to be developed for the future?	
4	Does the fruit and vegetable buying and selling application make it easier to process online transactions and payments?	82%
5	Is the feature of the fruit and vegetable buying and selling application already in accordance with what the users need?	75%
6	Does the color scheme used in the fruit and vegetable buying and selling application provide comfort to the users?	80%
7	Are users interested in using the fruit and vegetable buying and selling application?	79%

In table 4 the respondents' answers are in the form of Strongly Agree(SS), Agree(S), Less Agree(KS), Disagree(TS), Strongly Disagree(STS). The results of these respondents were given a score to perform calculations through a Likert scale measurement. The scores are SS=5, S=4, KS=3, TS=2, STS=1. In ideal election circumstances, SS will be chosen with the ideal score of 5 highest score multiplied by the number of respondents  $5 \times 66 = 330$ . So the result is  $(30 \times 5) + (24 \times 4) + (8 \times 3) + (2 \times 2) + (2 \times 1) / 330 \times 100\% = 84\%$ . The results of the second question are 20 respondents(5), 19 respondents(4), 19 respondents(3), 6 respondents(2), 2 respondents(1) so the result is  $(20 \times 5) + (19 \times 4) + (19 \times 3) + (6 \times 2) + (2 \times 1) / 330 \times 100\% = 75\%$ . The results of the third question are 38 respondents(5), 19 respondents(4), 7 respondents(3), 0 respondents(2), 2 respondents(1) so the result is  $(38 \times 5) + (19 \times 4) + (7 \times 3) + (0 \times 2) + (2 \times 1) / 330 \times 100\% = 88\%$ . The results of the fourth question are 25 respondents(5), 28 respondents(4), 10 respondents(3), 2 respondents(2), 1 respondent(1) so the result is  $(25 \times 5) + (28 \times 4) + (10 \times 3) + (2 \times 2) + (1 \times 1) / 330 \times 100\% = 82\%$ . The results of the fifth question are 17 respondents(5), 22 respondents(4), 21 respondents(3), 5 respondents(2), 1 respondent(1) so the result is  $(17 \times 5) + (22 \times 4) + (21 \times 3) + (5 \times 2) + (1 \times 1) / 330 \times 100\% = 75\%$ . The results of the sixth question are 20 respondents(5), 28 respondents(4), 15 respondents(3), 3 respondents(2), 0 respondents(1) so the result is  $(20 \times 5) + (28 \times 4) + (15 \times 3) + (3 \times 2) + (0 \times 1) / 330 \times 100\% = 80\%$ . The results of the seventh question are 25 respondents(5), 21 respondents(4), 14 respondents(3), 5 respondents(2), 1 respondent(1) so the result is  $(25 \times 5) + (21 \times 4) + (14 \times 3) + (5 \times 2) + (1 \times 1) / 330 \times 100\% = 79\%$ .

## CONCLUSION AND RECOMMENDATION

Based on the results of research on the UI/UX design of the VegetableFruit application, it can be concluded that using the Sprint Design method can solve existing problems. With the VegetableFruit application, it can help people to meet their needs and the existence of this application makes it very easy for people to carry out a healthy lifestyle without being complicated because there is an application that is easy to understand for all people. Apart from that, this application can solve problems that arise in people who want to live a healthy lifestyle, but it is very difficult to find the fruit they need. Therefore, the existence of this application that uses the Design Sprint method is the most appropriate method in UI/UX design which will be used as the final result in this study.

Suggestions for Researchers are expected in the future to read more reference sources related to solving problems using the Design Sprint method so that research results will be even better in the future.

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