

ABSTRACT

Covid-19 in Indonesia has prompted the government to implement large-scale restrictions, community activity limitations, and mass vaccination programs. The public is required to download the Pedulilindungi App developed by the Ministry of Communication and Informatics of the Republic of Indonesia (Kominfo) and Telkom Indonesia to control the spread of the virus. This research evaluates user satisfaction with the application using the end-user computing satisfaction method and identifies the influence of content, accuracy, format, easy of use, and timeliness variables on user satisfaction with the Pedulilindungi App. The sample consists of 99 students from Universitas Siliwangi, class of 2016-2021, selected using sampling techniques. Data analysis includes descriptive analysis, classical assumption tests, multiple regression analysis, T-tests, F-tests, and coefficient of determination tests. The results show that out of the 5 hypotheses, 4 were accepted (accuracy, format, easy of use end timeliness) and 1 were rejected is variable content. The application has successfully achieved a high level of user satisfaction, demonstrating its effectiveness in combating Covid-19. This research is expected to enhance the popularity and and satisfaction of Pedulilindungi Application users and contribute to handling the pandemic

Keywords: *Covid-19, End User Computing Satisfaction, Pedulilindungi App*