

Abstract

— On the Internet or cyberspace, it is very easy to find pornography or anything related to sexual problems. Parents must know how to play a good role in caring for their children, one of which is by providing sex education to prevent sexual deviations in children. It takes a media in the form of a sex education mobile application for children aged 6-12 years, which includes how to analyze and design an interactive, attractive mobile sex education application for children aged 6-12 years that can motivate them, in order to facilitate the learning process. In analyzing and designing this application, the System Development Life Cycle (SDLC) method is used. The test conducted by the author is testing the results of the application design that has been analyzed with a ready-made application, including testing the suitability of the design and functionality of the application. Testing is done with the black box method, which is to compare the design flow of the application system designed with the system in the application that has been built. Based on the design, expectations, results, and conclusions, it can be concluded that this application is in accordance with the expectations and objectives of the test.

Keyword: mobile application , Sex education for children, Gamification, Brancingstory, SDLC.