ABSTRACT

PROTOTYPE DESIGN OF MOBILE APPLICATION AS A LEARNING
COMPANION FOR CHILDREN'S SOCIAL SKILLS

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The phenomenon of parental roles has shifted where 40 years ago, parents tended to focus more on academic achievement. Now they face the challenge of managing their children's social interactions. However, parents' busy schedules reduce their time with their children to model good behavior. This causes children's self-control, verbal and non-verbal communication skills to decline. This research aims to design a mobile application prototype as a learning companion for children's social skills. This research uses qualitative research methods in applying design thinking methods to design. Qualitative research is carried out with the stages of problem identification, literature study, setting research objectives, data collection, data analysis, and reporting. Data collection was carried out by means of observation, interviews, questionnaires and analysis of similar objects. The results of the initial research became the foundation for the design carried out using the design thinking method, namely through the stages of empathize, define, ideate, prototype, and test. The application of these two methods is useful in better understanding how to design the right media for target users to help solve the problems they face. Therefore, this research was conducted to design a mobile application prototype with the appropriate user interface and user experience as a learning companion for children's social skills. This research is expected to help provide learning friends in developing children's social skills that are less honed due to the lack of presence of parents as good behavior models.

Keywords: Mobile Application, User Interface, User Experience, Design Thinking, Learning Social Skills for Children