Abstract

This research designs a User Interface (UI) for the FeelsQuest feature on the Feelsbox platform, a digital mental health website, using the Goals Directed Design (GDD) methodology. FeelsQuest is an interactive feature to help users manage mental health through activities and relaxation guides. The GDD method involves the stages of Research, Modelling, Requirement, Framework, Refinement, and Usability Testing. Evaluation was conducted with the System Usability Scale (SUS) after usability testing. The average SUS score of 89.75 indicates good acceptance and high usability. This research proves that FeelsQuest's UI design meets user needs and increases satisfaction in managing mental health, and highlights the importance of applying GDD for optimal user experience and flexibility in product development.

Keywords: *Goals-Directed Design (GDD), Feelsbox, FeelsQuest, User Interface, User Experience, System Usability Scale(SUS)*