

ABSTRACT

PERANCANGAN USER INTERFACE (UI) UNTUK GAME BERTEMA DAMPAK KEKERASAN FISIK ANAK

Oleh: Munandar Ibnu Wicaksono

1601210204

This research project focuses on designing an interactive user interface (UI) for an educational game about the impact of physical child abuse, specifically targeting young adults in Bandung City. The core problem addressed is the high incidence of child abuse cases coupled with a scarcity of engaging digital media for education on this topic. Utilizing an Exploratory Sequential Mixed Methods approach (involving interviews, literature reviews, preference surveys, and analysis of similar works), the research identified a strong need for innovative educational media, such as games. The UI design for the game, tentatively titled "Lasting Wounds," was developed based on established UI principles and audience preferences. The resulting interface aims to be visually appealing, incorporating deep symbolism (e.g., house objects, soiled paper elements) to represent both physical and psychological trauma. The outcome is an engaging UI that provides a comfortable User Experience (UX). This research suggests that future similar projects, given the complexity and sensitive nature of the topic, would benefit from more thorough planning and extended development durations.

Keywords: User Interface; Game; Child Abuse;