

ABSTRACT

DESIGNING MOBILE GAME INTERFACE AS THE MEDIA EDUCATION PREVENTION OF DIABETES IN TEENS

Diabetes mellitus (DM) or also called diabetes is not contagious disease that is caused by an abnormality that occurs in the metabolism of the body. Diabetes is caused by too high levels of glucose in the blood (hyperglycemia), so the use of insulin in the body does not work properly. The growing number of diabetics in Indonesia with a very high number, also caused due to lack of knowledge about diabetes. See changes in lifestyle communities in Indonesia especially teenagers today are very potential occurrence of diabetes. Less work, drinking lots of soda, a lack of physical activity, too often sit lingering, more often consume junk food or fast food with high calories and fat, it all could be a long-term "savings" that causes diabetes.

The times made the public especially teenagers using mobile application through smartphones, smartphone games can become an innovative medium that will educate in a way that is exciting and fun at every level, combined with real action mode which requires the user to perform physical activities.

Hence the need for a mobile application user interface design games that can educate audience on prevention of diabetes and invites users to live a healthy life patterns and control the amount of calories they consume.

Keywords: design, application, mobile game, diabetes, teens