

ABSTRACT

Children aged 10-12 years old are considered able to know and do first-aid. Learning efforts of children aged 10-12 years already exist, one of them by using learning media game applications. Based on preliminary observations, by testing the usability of existing game application, it has bad User Interface so the users can not use the application properly. Bad User Interface caused by several factors, effectiveness, productivity, accesibility and universality. Applications that have bad User Interface can be caused the imperfection or insufficient with the needs of the user.

In order for a User Interface suit to the needs of the user, it is necessary to modeling the User Interface of the first-aid application game using User Centered Design (UCD) method based Android. Using UCD will generate a User Interface model that fits to the needs of the user. The modeling of the game application will be formed in a prototype, after that it will be tested to the user to measure the usability of the game by using Quality in Use Integrated Measurement (QUIM). The results of usability testing is 81.05%.

Keywords: *User Centered Design (UCD), User Interface, First Aid, Quality in Used Integrated Measurement (QUIM)*