

## **ABSTRAK**

Based on data from KPAI, in 2010-2018 there were 2,218 cases of early childhood sexual violence. This could be due to the victim's ignorance that the act someone did to them was classified as sexual violence. On top of that, most Indonesian parents still consider early childhood reproductive health education as taboo. PKBI is a non-governmental organization tasking itself with promoting early childhood reproductive health education through training programs for their cadres, psychologists, teachers, and parents. In doing that, PKBI of Bandung's Chapter is still restricted by limited resources and funds. In addition, the training is delivered in a monotonous way, using books and puppet props. The purpose of this study is to design a game interface for early childhood reproductive health education to their children. The user interface was designed using the goal-directed design method. The result is a prototype containing training materials in the form of pictures, audios, and games. These training materials were essentially an introduction to body systems and functions, personal hygiene training, gender recognition training, and sexual abuse prevention training. The results of the usability testing prototype with SUS parameters in this study were 87.16 with the predicate B which means the product is easy to use, easy to learn and the user is satisfied with the product.

**Keywords:** educational game, goal directed design, reproductive health, SUS, user interface