

ABSTRACT

There are many cases relating with mental health. Such as stress, depression or anxiety disorder. These things usually ends up with a suicide news that we see often in the media. Also, the suicide numbers is very high on teenagers and young people, its very unfortunate because actually in that age, a person has high potential to achieve something and it is a productive age. The number of suicides in Indonesia is not insignificant which makes this a matter of high urgency to be given appropriate action To conduct this research, the method that will be carried out by the writer is a mixture of quantitative and qualitative methods. While the data collection method that will be used by the author is to use the method of interviews, questionnaires and literacy studies. And, the analysis method that will be used is the matrix method. The author is doing research based on the theory of visual communication design, adolescent psychology, suicide, mass comunication and interactive media which indeed the theory is related to research and the design that will be created by the author. Based on the background and existing theories, after conducting research the author will create an interactive media for the public people about the prevention of suicide in teenagers. The media that will be used by the author in this design is the application, because it is considered as the most appropriate media for the target audience, interactive features in this application are very important because with the existence of interactive communication, the audience will feel more involved and empathize. This design aims to educate the public and anticipate suicides in teenagers and of course with the hope that suicide rates can be suppressed.

Keywords: Teenangers, suicide, interactive media