

ABSTRACT

Young children learn many things by observing the behavior of their parents, either directly or indirectly, such as sleeping habits, eating hours. This can be a way for parents to teach good habits such as maintaining dental and oral health due to an increase in cases of cavities at the age of 12 years from the range in 2013 which was originally 29.8% to 37.19% of children in 2018. Research aims to design a Mobile Game User Interface which is expected to be a suitable medium for parents to educate children about the importance of maintaining dental and oral hygiene from an early age. Data collection was carried out by interviewing several parties who are experts in their fields, namely dentists, expert practitioners of User Interface Design, and parents who have children aged 5-10 years. The data obtained were then analyzed to give rise to five subjects in this study: User Interface, User Experience, Mobile Game, Teeth and Mouth, and Visual. There-fore, of the five languages, the authors designed the Mobile Game User Interface as a medium to assist parents in educating children aged 5-10 years about the importance of maintaining oral and dental hygiene.

Keywords: *User Interface, User Experience, Mobile Game, Children, Teeth and Mouth.*