

ABSTRACT

The young congregation possesses the ability, vitality, creativity, and innovative ideas necessary to lead the church. For young members' spiritual guidance, the church establishes commissions or associations. Nevertheless, some young congregants find the church's young congregation commission to be monotonous, lacking in attention, and providing insufficient guidance. This contributes to the imbalance of the church's young congregation commission. This is evident at HKBP Tangerang Kota Church, where the number of active young congregants is relatively low compared to the number of congregants who regularly attend Sunday worship. Complete information on the activities of the young congregation program has only been disseminated via WhatsApp groups and Sunday newsletters, resulting in poor distribution. The design of the NHKBP TANGERANG KOTA mobile application will be examined as a source of information for the HKBP Tangerang Kota youth congregation. The interaction design will be based on Design Thinking methodology that focuses on the problems, desires, preferences, and needs of the young congregation in HKBP Tangerang Kota Church, making it simpler to find more information about the young congregation program activities, facilitating more practical and extensive information distribution, and supporting the growth of the young congregation.

Keywords: *Young congregation, HKBP Tangerang Kota Church, Mobile Application, Information medium, Design Thinking*