

ABSTRACT

Diabetes is a constant infection that can affect how the human body converts food into energy. According to a report from Treatment Choices for Type 2 Diabetes in the Youth and Youth (TODAY), diabetes grows faster in young people than adults or the elderly. By 2023, cases of diabetes in young people will increase many times. The results of the analysis can be obtained by the method used in the research, namely qualitative, such as interviews, observations and conducting literature studies. The results of the research show that this disease can occur due to an unhealthy lifestyle, as well as an unhealthy diet. To prevent this disease based on the results of the data and phenomena obtained, awareness and knowledge about diabetes itself is needed as well as media that can increase children's awareness and knowledge about diabetes, and get used to living a healthy life. Comparison matrix method of similar projects and the SWOT method to see the effective strategy that can be implemented according to the market and public conditions. Educational application with features that help users pay attention to and maintain diet, lifestyle and provide information about diabetes that is easy for children to understand so as to create awareness for children to create a healthy life.

Keyword : Diabetes, Application, Healthy Living