

ABSTRACT

From technology developments that have been happened these days, it allows people to do some activities with the help of applications. Such as cat grooming, from comes to the vet or pet shop, now people allows to bring groomers to the house to take care of the cat or consultating with a veterinarian through online. Cat owners are mostly workers, while pets need a lot of care to support their body's health, including medicines and vitamins that can also be purchased through an application. Based on the phenomenon obtained, the design of an application prototype for cat care hme service is the right medium to proviide information related to cat care. This media intend for cat owners to be able to care for their cats at home by using cat care home services and make it easier. This study used qualitative as a data collection method, namely observing pet shops or veterinarians, interviewing related parties, and studying literature using journals or books. The design process uses the theory of Design Thinking, which has several processes such as empathizing, then defining, then ideating, prototyping, and finally testing. Analysis process uses a comparison matrix of similar projects and SWOT to see the opportunities and threats that exist in application design and feature.

Keyword : cat care, cat health, home service cat care, application, prototype, cat's medicine and vitamin.