

## **ABSTRACT**

*The increasing use of technology today brings various positive changes in various fields. The ease of obtaining daily information efficiently through technology has a significant impact on meeting needs, especially body health. One health need that is often overlooked is the need to gain weight, particularly for individuals with certain medical conditions that hinder weight gain. Research shows that people with these conditions often struggle to find the right solutions to meet their needs. This study aims to describe the design of the user interface (UI) for an application that helps in gaining weight. It is hoped that the results of this research can provide a good solution for people who have difficulty gaining weight to meet their needs. This research is qualitative and conducted through observation and interviews. The design uses the design thinking method, which is a user-centered approach focused on problem-solving through five stages: empathy, definition, ideation, prototype, and testing. The empathy stage involves a deep understanding of the needs and problems of the users. The definition stage aims to formulate specific problems. In the ideation stage, various creative solutions are generated. The prototype stage produces an initial version of the application that can be tested. Finally, the testing stage involves users in testing the prototype and providing feedback for improvement. The data obtained is further analyzed using a comparison matrix, focusing on UI design, user experience (UX), and application design. This explanation aims to understand how application design can achieve its main goal, which is to help gain weight effectively and efficiently. It is hoped that this application will become the right solution for various existing problems.*

**Keywords:** *Mobile App, Design thinking, Body Weight.*