

## **ABSTRACT**

*Cats are members of the Felidae family, which are carnivores or meat-eaters that have been domesticated for centuries. Cats are among the most commonly kept pets in Indonesia. However, there have been several cases where people have given human food and medicine to cats, leading to severe conditions because cats lack the enzymes that humans have to digest these substances. Education about harmful cat foods is currently only provided by veterinarians to cat owners who visit pet care facilities. The average age of these cat owners is between 20 and 40 years old. However, besides adults, cats' closest companions are often children. The aim of this research is to design an educational game about cat food, with a focus on UI design for children aged 7-12 years. This study uses a qualitative triangulation method, including interviews, surveys, questionnaires, and literature studies. The UI design will provide a fun learning experience for users while enhancing their understanding of harmful foods for cats. Through engaging design and clear information, the game can increase awareness and improve the health of cats among children.*

*Keywords: Cat, Cat Foods, Children, Game Education, UI*