

ABSTRACT

USER INTERFACE USER EXPERIENCE FOR GAME ABOUT OBSESSIVE COMPULSIVE DISORDER AS EDUCATIONAL MEDIA

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Mental health is one of the most important things to be maintained by humans as it affects how a person thinks and interacts with the surrounding environment, but mental health is still often neglected. One of the mental disorders that can arise due to mental health neglect is Obsessive-Compulsive Disorder (OCD). Although many people already know what OCD is, most of them still have misconceptions about what OCD is and are equated with perfectionism. To increase people's knowledge and clear up the misconceptions, there is a need for media that can help educate people. This design is done to understand how to design a User Interface (UI) and User Experience (UX) game as an educational media about OCD. The research uses a mixed method that combines qualitative and quantitative research. The data is analyzed using interview data analysis, questionnaire data analysis and visual analysis. The data obtained will be processed as a consideration in designing. This design is expected to help navigate the game with UI/UX that is easy to understand and clear.

Keywords: OCD, Perfectionist, Game, UI, UX