

## INTISARI

**Latar Belakang:** Indonesia dihadapkan oleh salah satu tantangan terbesar dalam pembangunan manusia yaitu terjadinya transisi epidemiologi, di mana penyebab penyakit terbanyak bukanlah penyakit menular namun telah bergeser menjadi penyakit tidak menular. Perkembangan teknologi di Indonesia juga mempengaruhi bidang kesehatan dan menghasilkan inovasi salah satunya Mobile Health (*mHealth*) yang digunakan untuk meningkatkan kualitas kesehatan masyarakat. *MHealth* NusaCare adalah aplikasi untuk meningkatkan kesadaran hidup sehat masyarakat. Uji *usability* diperlukan dalam pengembangan aplikasi ini, sehingga diharapkan sesuai dengan kebutuhan masyarakat.

**Tujuan Penelitian:** Mengukur tingkat *usability* aplikasi *mHealth* NusaCare pada Masyarakat Kabupaten Sleman.

**Metode Penelitian:** Penelitian ini merupakan penelitian deskriptif dengan rancangan *cross sectional*. Partisipan dalam penelitian ini yaitu masyarakat Kabupaten Sleman yang telah menggunakan *mHealth* NusaCare berjumlah 83 responden. Penelitian ini menggunakan kuesioner *System Usability Scale* untuk mengukur tingkat *usability mHealth* NusaCare.

**Hasil Penelitian:** Sebagian besar responden berusia 19-30 tahun (51%) dengan mayoritas pendidikan terakhir adalah SMA dan belum pernah menggunakan *Mobile Health*. Skor akhir hasil *System Usability Scale* adalah 59.

**Kesimpulan:** Penerimaan *mHealth* NusaCare masuk dalam kategori *marginal* yang berarti cukup memuaskan. *Adjective rating scale mHealth* NusaCare termasuk dalam kategori OK. Aplikasi *mHealth* NusaCare masuk dalam kategori *grade D* dikarenakan masih dalam tahap awal pengembangan.

**Kata Kunci:** Aplikasi Kesehatan, Tingkat *Usability*, *System Usability Scale*, *Mobile Health*

## ABSTRACT

**Background:** Indonesia is facing one of the biggest challenges in human development, that is epidemiological transition, where the cause of most disease is not communicable diseases but had shifted to non-communicable diseases. Technological developments in Indonesia is also affecting the health sector and producing innovations, one of them is Mobile Health (*mHealth*), which is used to improve the quality of public health. *MHealth* NusaCare is an application aimed to increase awareness of people's healthy life. Usability testing is needed in the development of this application, so it was expected that it is in accordance with the needs of the community.

**Objective:** To measure the usability level of the *mHealth* NusaCare in the Sleman Regency society.

**Method:** This research is a descriptive study with a cross sectional design. Participants in this study were 83 respondents from the society of Sleman Regency who had used *mHealth* NusaCare. This study used a System Usability Scale questionnaire to measure the level of usability of *mHealth* NusaCare.

**Results:** Most of the respondents aged 19-30 years (51%) with the latest education were high school and had never used a mobile health application. The final score for the System Usability Scale result was 59.

**Conclusion:** The *mHealth* NusaCare acceptance was in the marginal category which means it was quite satisfying. The *mHealth* NusaCare adjective rating scale was included in the OK category. The *mHealth* NusaCare application is included in the grade D category because it was still in the early stages of development.

**Keywords:** Health App, Measurement of Usability, System Usability Scale, Mobile Health