ABSTRAK

Latar Belakang: Pandemi COVID-19 menyebabkan terganggunya pelayanan kesehatan Balita karena Posyandu di beberapa daerah sempat ditunda dan terjadi penurunan cakupan imunisasi anak. Pemantauan kesehatan dan tumbuh kembang anak sangat penting dilakukan. Pemerintah menindaklanjuti dengan menerbitkan Buku KIA revisi 2020, Jadwal Imunisasi Anak Pada Situasi Pandemi COVID-19 Rekomendasi IDAI 2020, dan Panduan Pelayanan Kesehatan Balita di Masa Pandemi COVID-19 Bagi Tenaga Kesehatan sebagai pedoman. Pengembangan aplikasi *mobile* semakin menjamur sejalan dengan peningkatan angka pengguna *smartphone*. Berdasarkan permasalahan tersebut, perlu dikembangkan sebuah *user interface* aplikasi *mobile* pemantau kesehatan anak di masa pandemi COVID-19 secara sederhana bernama Catatan Mandiri Kesehatan Buah Hati (TAMANSEHATI).

Metode: Perancangan ini menggunakan metode *Sequence Development Life Cycle (SDLC) waterfall* dengan *design tools* Figma hingga tahap perancangan *user interface* dan dilengkapi evaluasi daring.

Tujuan: Merancang *user interface* aplikasi *mobile* pemantau kesehatan anak di masa pandemi COVID-19 bernama Catatan Mandiri Kesehatan Buah Hati (TAMANSEHATI).

Hasil: Perancangan ini menghasilkan rancangan *Unified Modeling Language (UML)* yang terdiri dari *use case* dan *activity diagram*, rancangan basis data, rancangan struktur menu, dan rancangan *user interface* yang terdiri dari lima menu, yakni beranda, alarm pengingat, catatan kesehatan, catatan imunisasi, dan informasi edukasi dan telah dilakukan evaluasi daring melalui kuesioner *google form* dengan sasaran responden calon pengguna aplikasi (orang tua anak usia 0-5 tahun). Berdasarkan hasil evaluasi daring terkait rancangan *user interface,* 98% responden telah setuju dengan rancangan *user interface* yang telah dibuat dan 100% setuju bahwa aplikasi mudah digunakan dan dapat membantu.

Kesimpulan: Rancangan user interface aplikasi TAMANSEHATI dibuat sesuai dengan analisis kebutuhan melalui studi dokumentasi dan eksplorasi aplikasi sejenis. Rancangan *user interface* aplikasi TAMANSEHATI juga telah disetujui, dinilai mudah digunakan, dan dapat membantu .

Kata Kunci: Perancangan *User Interface*, Aplikasi *Mobile*, Pemantauan Kesehatan Anak, dan Pandemi COVID-19.

ABSTRACT

Background: *The COVID-19 pandemic has disrupted health services for toddlers because Posyandu in several areas were postponed and there was a decrease in child immunization coverage. Monitoring the health and development of children is very important. The government followed up by publishing the 2020 revised MCH Handbook, Child Immunization Schedule in a COVID-19 Pandemic Situation, IDAI's 2020 Recommendations, and Guidelines for Toddler Health Services during the COVID-19 Pandemic for Health Workers as guidelines. Mobile application development is increasingly in line with the increase in the number of smartphone users. Based on these problems, it is necessary to develop a user interface for a mobile application that monitors children's health during the COVID-19 pandemic in a simple way called Catatan Mandiri Kesehatan Buah Hati (TAMANSEHATI).*

Method: *This design uses the waterfall Sequence Development Life Cycle (SDLC) method with Figma design tools to the user interface design stage and is equipped with online evaluation.*

Purpose: *To design a user interface for a mobile application to monitor children's health during the COVID-19 pandemic, called Catatan Mandiri Kesehatan Buah Hati (TAMANSEHATI).*

Results: *This design produces a Unified Modeling Language (UML) design which consists of use cases and activity diagrams, database designs, menu structure designs, and user interface designs consisting of five menus, namely homepage, reminder alarms, health records, immunization records. , and educational information and an online evaluation has been carried out through a google form questionnaire with the target respondents being prospective application users (parents of children aged 0-5 years). Based on the results of an online evaluation related to the user interface design, 98% of respondents have agreed with the user interface design that has been made and 100% agree that the application is easy to use and can help.*

Conclusion: *The design of the TAMANSEHATI application user interface was made according to the needs analysis through documentation studies and exploration of similar applications. The TAMANSEHATI application's user interface design has also been approved, considered easy to use, and can help parents.*

Keywords: *User Interface Design, Mobile Applications, Child Health Monitoring, and the COVID-19 Pandemic.*