

## ABSTRACT

### **DESIGN AND USABILITY EVALUATION OF CLEAN AND HEALTHY LIFESTYLE BEHAVIOR LEARNING MEDIA**

By  
Elizabeth Christina  
19102094

*Learning Clean and Healthy Lifestyle Behavior (PHBS) is a learning that aims to involve understanding and applying positive behavior, in order to prevent disease, maintain cleanliness, and improve quality of life. In order for PHBS to become a habit, it is important to instill PHBS learning from an early age. However, students often experience difficulties in understanding PHBS learning. This is caused by the use of the lecture method which is still used in teaching PHBS today. The lecture method tends to be considered boring and less effective in increasing the application and understanding of PHBS. In addition, students feel hesitant to ask questions when they have difficulty understanding the material being taught. Based on previous research, it is known that the application of gamification methods and visual media in learning can generate student motivation to understand and study learning material. The purpose of this study was to develop a website-based PHBS learning media prototype with the application of gamification specifically focused on elementary school level students. This development aims to increase student interest in PHBS learning through the use of interactive, fun, motivating learning media and can encourage students to apply PHBS concepts in students' daily activities. In this study, the application of the gamification method includes elements such as points, leaderboards, badges, challenges, achievements as well as the use of visual media such as pictures and videos that use moving animation as a means of delivering learning material about PHBS. This research involved 30 grade 4 and 5 students at SD Negeri 3 Purwokerto Kulon. The usability evaluation of the learning media prototype that has been made is carried out using the SUS (System Usability Scale) method. The evaluation results show a usability value of 78.41, which indicates that the website-shaped prototype is in the "acceptable" category.*

**Keywords:** *PHBS (Clean and Healthy Lifestyle Behavior), Gamification, Learning, Prototype, SUS (System Usability Scale) and Website.*