

## **ABSTRACT**

# ***MOBILE APPLICATION UI PROTOTYPE DEVELOPMENT MONITOR THE NUTRITIONAL STATUS OF INFANTS AND TODDLERS USING THE SPRINT DESIGN METHOD***

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*In the current digital era, mobile applications have become a crucial part of monitoring the health of infants and toddlers. To develop such an application, stages are required in the development of a User Interface (UI) prototype for the mobile app aimed at monitoring the nutritional status of infants and toddlers. The method employed in this development is the Design Sprint, which is a structured collaborative approach to designing, testing, and developing a prototype application. The Design Sprint method is used to design the application interface, following the Understanding, Diverge, Decide, Prototype, and Validate process. Thus, the objective of this study is to develop a prototype for the UI using the Design Sprint method. The results demonstrate that this application is capable of providing a more convenient solution for monitoring the nutritional status of infants and toddlers. Usability testing using the System Usability Scale (SUS) yielded an average score of 73.2, equivalent to a grade B, and was rated as good by 30 respondents. In conclusion, the design of the Baby Health Tracker UI using the Design Sprint method is capable of creating an effective application for facilitating child nutrition monitoring, and the SUS testing provides a positive indication of user satisfaction in interacting with this application.*

***Keywords: Health, Understand, Decide, Prototype, Usability Testing***