

## ***ABSTRACT***

*One of the biggest problems with sex education for Indonesian kids is that sex education in Indonesia is kinda taboo and a lack of interest among kids that cannot be left behind. One of the biggest factor of sexual harassment happened because of the lack of sexual education. When kids turn 5 until 18, they have to get sex education. The ideal age for giving sex education is between 11-14 years old. Some research has been done that has a purpose of increasing learning motivation with some methods, using gamification and video-based learning. Gamification is a learning approach that use elements in video games or games with the aim of motivating while video based learning is a learning method that using recorded videos to assist in the learning process. This research will utilize gamification and video-based learning to deliver sex education in form of an interactive website. the purpose is to increase the learning motivation of kids. This research will involve 43 participants with a range of age between 11-14 years old. This research will use system usability scale (SUS) to evaluate the usability of the website. The usability score from the prototype that has been done in this research is 77,6 and it's mean prototype is acceptable to use.*

*Key words: Gamification, video based learning, sexual education, website.*