

Abstract

DESIGNING VISUAL USER EXPERIENCE/USER INTERFACE OF SAFE APPLICATION TOGETHER AS A MEDIA FOR PREVENTING SEXUAL VIOLENCE FOR 12 - 25 YEARS OLD

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Sexual violence, both online and offline, has become a serious problem that requires innovative and comprehensive solutions. This final project proposes the UI/UX design of the 'Aman Bersama' application that aims to prevent, report, and provide support to victims of sexual violence in Indonesia. The app is designed to help bridge the gap between online and offline-based violence, and utilise technology wisely to increase awareness, access to resources, and effectiveness of response to sexual violence cases. This qualitative research aims to further explore the phenomenon of online and offline sexual violence, with a focus on the Indonesian context of young adults in particular. This application is expected to increase public awareness and understanding of sexual violence, accelerate response to incidents of sexual violence, increase victims' access to support services, collect accurate data for trend analysis and policy development, and facilitate collaboration between stakeholders in handling sexual violence. In designing UI/UX, Design Thinking and User-centered design (UCD) are needed, seeing the rampant cases of sexual violence, it is innovative to make an application for the prevention of sexual violence aged 12-25 years, then will interact to test the feasibility of the application to users.

Keywords: *Violence, Technology, UI/UX, Design Thinking*

References :

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