

## ABSTRACT

### *DESIGNING THE USER INTERFACE (UI) OF THE "TETIK TEMU" APPLICATION TO PREVENT EXCESSIVE ANXIETY THROUGH PSYCHOEDUCATION AMONG GEN Z*

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*Generation Z represents the largest population in Indonesia. The privileges of advanced Industry 4.0 technology place Generation Z under societal expectation pressures. This has resulted in excessive anxiety among Generation Z, known as Anxiety. This final project aims to serve as a medium and create a supportive ecosystem and environment through the design of an application. The methodology used in this research employs qualitative descriptive methods to collect and analyze data related to anxiety. The primary target of this project is Generation Z individuals aged 18-22 years who are still in their productive years and have a high intensity of smartphone usage. This final project involves designing a user interface (UI) application focused on the issue of excessive anxiety by applying psychoeducational methods in its design. The lack of information exposure regarding the anxiety experienced by Generation Z and the high level of smartphone technology usage form the basis for choosing UI application design as the solution that this research aims to achieve.*

*Key words: Gen Z, UI design app, Anxiety*

*References :*

*Publication Years :*