INTISARI

Tingginya laju arus transformasi digital mengakibatkan perkembangan ilmu pengetahuan semakin pesat. Hal ini memberikan perubahan bagi aspek kehidupan, baik secara sosial, ekonomi maupun budaya. Perkembangan teknologi sat ini telah dimanfaatkan dalam berbagai bidang termasuk pelayanan kesehatan. Aplikasi yang tercipta adalah genitalk. Aplikasi genitalk merupakan aplikasi berbasis mobile yang mampu mendeteksi dan mencegah penyakit menular seksual secara dini, dengan bantuan teknologi kecerdasan buatan artificial intelligence. Platform ini dibuat menggunakan pendekatan Design Thinking berdasarkan kebutuhan dan pengalaman pengguna. Tahap Design Thinking meliputi empathize, define, ideate, prototype, dan testing. Tidak hanya itu, platform ini juga memiliki fitur rekomendasi untuk dokter spesialis kulit dan kelamin, serta laboratorium kesehatan jika pengguna menginginkan konsultasi lanjutan seperti pemeriksaan di laboratorium. Selain itu, penulis akan menyediakan materi edukasi seks melalui artikel-artikel yang disediakan dalam aplikasi.

Kata Kunci : Design Thinking, Perangkat mobile, User Interface, User Experience.

ABSTRACT

The rapid flow of digital transformation has led to rapid advances in science. It brings changes to aspects of life, both socially, economically and culturally. These advances in technology have been utilized in various fields including health care. The app created is genitalk. The genitalk app is a mobile-based application that can detect and prevent sexually transmitted diseases early, with the help of artificial intelligence technology. The platform is built using a Design Thinking approach based on user needs and experiences. Design Thinking phases include empathize, define, ideate, prototype, and testing. Not only that, the platform also features recommendations for dermatologists and gender specialists, as well as health laboratories if users want advanced consultations such as examinations in the lab. In addition, the author will provide sex education material through the articles provided in the application.

Keywords: Design Thinking, Mobile, User Interface, User Experience.