

Visual Concept of User Interface Design for Depression Treatment Mobile Apps

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Abstract

The number of people experiencing depression in Indonesia has increased rapidly. Many Indonesians need more attention so that these symptoms do not cause more serious problems. Depression itself has many patients who commit suicide. Knowing this gave me the impetus to create an application design that could be useful to overcome the problem of it. Now I'm trying to find out what happened to people with depression, then find out how many people in Indonesia have this disease. Then I used a questionnaire to find out this and 36 people answered it. With research on cases of this disease, eventually I will find some parts that will be discussed and then I can determine what solutions are suitable to solve this problem. I got many solutions, but from some of them I chose to take from one of them. The first solution will be adjusted to the number of application users by the community in Indonesia or the world, so from here I created a solution to help people with depression through apps. Furthermore, various ways will be followed to optimize this solution so that it can be accepted by the community. The solution took the doctor's recommendation from a paper from an institution. This makes it possible if the solution I take later will be more optimal and easier to apply. It's just that this provision will be adjusted to the theme of the application that I made. My hope is that the design of this application will be able to overcome depression in Indonesia, so that it does not continue to soar high. This is because if it is not handled, suicide cases will also arise.

Keywords

Graphical User Interface, Depression, Mental Health, Mobile Application

Acknowledgements

This work is supported by Bina Nusantara University as a part of independent research entitled Visual Concept of User Interface Design for Depression Treatment Mobile Apps

Biographies

Yudhistya Ayu Kusumawati is a lecturer of Visual Communication Design Department in Bina Nusantara University, Indonesia. Her research interests include design thinking, semiotics, and branding. She graduated Master from Bandung Institute of Technology (ITB) in 2015, obtained her Bachelor of Art from Malang State University in 2012. She has been teaching at Bina Nusantara University specializing Design Methods, and Typography courses for more than 5 years. She is now supervising undergraduate students as part of academic responsibilities. She is very active in journal and conference publications.