

Abstract

Cited from Nutrition Journal on March 2014, most of the children in Indonesia only consume half of recommended portion of the fiber. According to Elis Juariah, a nutritionist, One of the causes that fruits and vegetables, which contains lots of fiber, was less introduced to them since the early stage. Even though it will be given later in formal education, the allocated time itself is very limited. Other than the formal education, there are alternative media to introduce it to children in the early ages, one of them is an educational game which is known as a suitable media for them to spend their time since most of the children love games. Based from the usability test, one of the most important elements of the game is the compatibility of user interface from the user experience of children in early ages, then the main purpose of educational of the game successfully delivered. Which is why that element become one of the considerations for the researcher on making the user interface model of educational game about the introduction of fruits and vegetable based of the user experience of children in early stage. The design method that would be used is Child Centered Design (CCD). This method, focus on involving the children directly of building the user experience corresponding to their character. The user experience model would be the foundation of modelling the user interface. Afterwards, that user interface model implemented in the prototype that runs in Android platform. The usability of that prototype evaluated using Quality in Use Integrated Measurement (QUIM). The result that obtained from that prototype already meet the threshold with the percentage more than 90%. So, the user experience model and the user interface model are suitable for the character of the children in early stage on educational game of introduction on fruits and vegetables.

Keywords: *children in early stage, educational games, prototype, quim, vegetables, usability, user experience, user interface*