ABSTRACT

Humans live closely with technology to solve their problems in various fields, both government, public sector even social matters related to human and their fellow living creatures, such as cats and dogs. But, there is an imbalance in the ratio between humans and wild animals in the environment that cause a bad impacts. However, there are people who build a place or make their house as shelter to take care of the abandoned animals and then adopt these animals to adopters. Unfortunately, it's difficult to ensure the adopters are responsible for the animals. Based on these problems, the author designed HelpMeong to facilitate a communication between shelters and adopters to handle adoption activities, education, and sharing information to reduce the overpopulation of abandoned animals and reduce animal abuse. The method that authors used is Goal-Directed Design and has been tested two times using Maze Design Tools with final MAUS score of 96 and the System Usability Score (SUS) parameter with a score of 88 with an ACCEPTABLE acceptability range, and an EXCELENT adjective range. Based on this process, it can be concluded that HelpMeong can be well accepted by the users as a new platform that can answer the problems that occur in the community.

*Keywords: **Adoption, Cat, Shelter, User Interface, Goal-Directed Design, System Usability Scale***