

ABSTRACT

Children with special needs are very interested in technology to learn something rather than traditional learning methods. Children with mental imbalances are better off using visualization and intuitive methodologies through advanced systems. From the usability trials carried out on the application that had been developed, namely "Let's Learn to Count", a problem was found where the usability value had not reached a good number, so it was proposed to create a new design that could meet the usability and needs of the target user, namely mentally retarded children who were sitting on a bench. class 5 and 6. The design of the user interface will be built using the User-Centered Design method that focuses on the needs, accessibility and characteristics of the user. The results of the design will be tested for its usability level using the System Usability Scale method.

Keyword : Special needs children, User Interface, User-Centered Design, System Usability Scale.