

ABSTRACT

In recent times, churches have begun to leverage advancements in information and digital technology as a means to expand the reach of their missionary work. The use of this technology represents the church's efforts to engage a new generation accustomed to living in the digital age. The Indonesian Christian Church (GKI) in Bandung has faced challenges with information overload and disorganized information dissemination due to data being sourced from multiple platforms. Church information from GKI churches in Bandung is generally disseminated through WhatsApp groups, Instagram posts, and word of mouth. The objective of this design is to create a mobile application as a centralized information platform for GKI in Bandung using the Design Thinking method. Data was collected using qualitative research methods through observation, interviews, questionnaires, and literature reviews. A mobile application as an information medium can serve as a modern information hub aligned with contemporary lifestyles. The need for a centralized, optimal, and easily accessible communication platform for young congregants is a strategic step in addressing communication and participation challenges among the younger generation within the church in the digital age. Mobile applications can serve as a modern information hub that aligns with contemporary lifestyles, as they can be accessed in real-time and directly by users, given that 80-90% of people today use mobile phones/smartphones on a daily basis. Mobile applications are designed to make it easier for young congregants to access information about church activities in a practical, simple, accessible, and user-friendly manner. Mobile apps can consolidate various church activity information that was previously scattered across different media and lacked structure.

Keywords: Mobile App, GKI Bandung, Church Information, User Interface, User Experience, Design Thinking