

IMPLEMENTING ANDROID-BASED MIND MENTAL HEALTH EDUCATION APPLICATION

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ABSTRACT

The advancement of technology presents a significant opportunity to enhance public awareness of the importance of mental health. One practical approach is to utilize Android-based applications, which are widely recognized for their flexibility and accessibility across diverse user groups. In Indonesia, mental health issues remain a pressing concern, as evidenced by the high rates of depression and mental disorders across various age demographics. This underscores the urgent need for effective and affordable solutions to help individuals understand and manage their mental health. Consequently, there is a demand for an application that provides mental health education and is easily accessible to the public. This study aims to develop an application that assists individuals in improving their understanding of mental health. The research methodology employed is the Software Development Life Cycle (SDLC) Waterfall model, which encompasses the stages of needs analysis, design, implementation, testing, deployment, and system maintenance. Testing will be conducted using the black-box testing method to ensure that the application operates effectively. This study offers a valuable perspective on the potential of Android-based mental health education applications to enhance public understanding of mental health. It also explores the applications' potential as a practical and readily accessible educational resource for the broader community.

Keywords: Mental Health, Education, Understanding, Application, Android.