

Designing a Mobile Application to Monitor Toddler Growth in Posyandu Matahari Using the Design Thinking Approach

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Abstract

Background - Posyandu is a key community healthcare service in Indonesia that monitors child growth and development. However, traditional manual data recording often leads to inefficiencies and inaccuracies, hindering early detection of growth disorders in children. The integration of mobile technology remains underutilized, particularly in addressing these challenges at local Posyandus.

Purpose - This study aims to design a mobile application to enhance the efficiency and accuracy of monitoring child growth at Posyandu Matahari, Kelurahan Mulyaharja, using a user-centered approach.

Methodology - The study employs the Design Thinking approach, which emphasizes user-centered problem-solving. The methodology consists of five stages: empathize, define, ideate, prototype, and test. A descriptive qualitative design is used to understand user needs and propose a viable solution.

Findings - The research identified that manual recording methods are inefficient and affect service quality. The proposed mobile application design improves recording efficiency, provides easy access to child growth data for parents, and supports Posyandu cadres in monitoring and analyzing data effectively.

Originality - This research provides a novel contribution by applying the Design Thinking methodology to develop a mobile application tailored to the specific needs of Posyandu cadres and parents. The study highlights the potential of leveraging technology to enhance community health services and improve the quality of child growth monitoring.

Keywords: child growth, design thinking, mobile application, Posyandu, usability testing
