

Implementasi Game Metasual sebagai Alat Edukasi tentang *Sexually Transmitted Disease*: Studi Kasus Pendidikan Tingkat Menengah.
(*Implementation of Metasual Games as an Educational Tool about Sexually Transmitted Disease: Case Study of Middle Level Education*)

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ABSTRACT

Sexually Transmitted Infections (STIs) are a global health problem that continues to increase, especially among teenagers. Low knowledge and unsafe sexual behavior are the main factors in its spread. In Indonesia, STI cases continue to increase over time, with low levels of knowledge among teenagers as one of the causes. Previous studies show that structured sexual education is still lacking, especially in secondary education settings. Therefore, this research aims to overcome this problem by proposing the use of Metasual educational games as a means of increasing teenagers' understanding and awareness about STIs. Testing was carried out using the UEQ Shorts Scale to evaluate the user experience of the Metasual game application. The results show that this application is rated high in the aspects of fun (exciting), interesting for users (interesting), creative (inventive), and leading from the user's perspective (leading edge), this corresponds to a hedonic value of 1,661. However, games also show possibilities for improvement in aspects of application functionality and usability. Thus, Metasual has the potential to be an interesting and effective educational tool in increasing teenagers' knowledge about STIs and helping in efforts to prevent the spread of this disease among teenagers.

Keywords: *Sexually Transmitted Infections, Educational Games, UEQ*