ABSTRACT

Household health products are products that are routinely used every day. It can be said that with the current era, these products have become a primary need in society. Distribution companies and factories that provide these products compete with each other to win the trust and hearts of customers, but with limitations on social activities, there are obstacles in terms of introduction and promotion. A network-based application can be used to circumvent the above limitations. There are so many types of applications that can be implemented on various platforms. The author determines and develops applications on the android platform because android users are valued more when compared to other platforms. Another factor according to the author is the constraint of customer interest in the application and the level of ease of use of the application. To make users more interested, the author decided to use a game-based application and to make it easier to use the application, the author decided to use a QR Code scanner.

Key Word: *Android, Game, Household health products, QR Code*