# ABSTRACT

*This final project focuses on creating a learning media in the form of a visual novel game that contains natural disaster mitigation aimed at the age range of 13 to 17 years. Through a Unity-based visual novel game programmed in C# using the development method, multimedia life cycle (MDLC) method. This visual novel game combines various natural disaster scenarios and conditions which focus on natural disasters such as earthquakes and floods, as well as what must be done to protect oneself in these situations. Combining interactive and narrative elements in video games allows players to understand the message they want to convey. With this model, users can interact with simulated disaster scenarios and make important decisions about controlling and reducing disaster risk, passing through the concept, design, material collecting, assembly, testing and distribution stages. Based on black box testing, it was concluded that the development of a visual novel game with the theme of natural disaster mitigation was successfully completeda.*

*Keywords: Unity, Game, Visual novel, C#, MDLC*