

Abstract

History is a compulsory subject to be studied by every nation. By studying history we also can develop values and social proficiency as the value of democracy, nationalism, patriotism, responsible, independent and most importantly to the progress of a nation. However, at this time, learn the history already as the specter of the dreaded by students. During this education is identified as learning history boring in class. Good strategies, methods and techniques of learning more rely on teachers based approach monotonous. But until now visualization given in the history books still less interest readers. To introduce and inculcate nationalism early certainly needed a medium as a support for the realization of information that can describe and visualize characteristics and also the values of struggle heroes. The purpose of the Heroes of Indonesian is to reintroduce and foster a sense of nationalism and patriotism in fighting for the independence of Indonesia.

In designing Heroes of Indonesian, we use a method that can support the in game development. First we analyze the needs of the story that we are using is the history of post-independence and the visualization of the characters are shaped Chibi. Designing User Interface / GUI adapted to the background events that actually means. Pengimplementasiannya using the game engine Unity. testing and testing will be used as a reference in the maintenance of this game.

Heroes of Indonesian is a game that gives experience and information related to the struggle that has been done by the heroes who have maintained the independence of Indonesia during the post-independence Indonesia. Character displayed is a character that reflects the current fighters or heroes struggle Indonesia and the opponent is the company of colonizers who wanted to re-colonize Indonesia. And this game is also designed to provide an experience that where before the game starts players are given information about the war in a region. After reading the intro existing players in the game, the game began. After winning permianan, players will be given a reward in the form of a monument fit the scene of the incident. Not only that, this game is also equipped with the functionality of the AR (Augmented Reality) so that players will be able to see the monuments with 3D shapes. By playing this game, the user is easier to learn about the history, so as to remember the events of history that is the more interesting visualization.

Keyword : *Post-independence Indonesia, monument, Heroes of Indonesian, history, learning, Chibi, AR (Augmented Reality).*