

## ***ABSTRACT***

Damanik, Titi Nurhakiki. 2015. *Designing The level of game design adventure Horas Gale by lifting our culture value Batak Toba. Final Project. Visual Communication Design Departement. Faculty of Creative Industries Telkom University.*

*Sculpture known as the Si Galegale at the moment it is difficult to find a clear and credible information source of the origin of the Si Galegale and value contained. Consequently the younger generation did not know about the Si Galegale. In conveying culture Batak Toba on the story the Si Galegale which will be poured into the level of adventure game Horas Gale aims to maintain and preserve values contained in the story the Si Galegale. A method of design which is done by the writer that 's using the qualitative method with interview techniques observation and the literature study as well as making an approach ethnography. From the results of this design suggested that values contained in the story the Si Galegale is a believer in supernatural powers, Dalihan Na Tolu, patience, Marsumbang and obedient on the regulation. In this case very connected until now the life Batak Toba that the community will also be put in the level of in game in the adventure.*

*Keyword : Game Adventure, Level Design, Si Galegale, values Batak Toba.*