

ABSTRACT

Indonesia is a country that has a wealth of natural and cultural diversity that is unique. But Indonesia still lacks media to promote the tourist attractions and culture in Indonesia. So many sights and culture that is rarely known by most people. In addition, people also need information about the social problems that occur in Indonesia, as a form of resistance on the social problems. Therefore, the game at this Patroli Gatotkaca, users will get information about the sights and culture in Indonesia, especially those rarely known by most people. Users will also get information about the problems in Indonesia interactively. Game Patroli Gatotkaca made Android-based prototype construction methods and use tools Construct 2 as well as supporting tools such as coreldraw, photoshop, spriter, and of Intel XDK in the process. So the game Patroli Gatotkaca can have the features and display the appropriate view with the goal of designing and development of the game. With the formation of this game Patroli Gatotkaca, people can find out information about tourist attractions, cultural, and social issues in Indonesia interactively. As well as raise public awareness to preserve the sights and culture in Indonesia, which is the duty of every citizen of Indonesia.

Keywords: Game, Android, Construct 2, Interactive