

Abstract

The existence of the K-Wayang are now rarely found in the middle of the Indonesian people, especially the children of Indonesia. Though puppet is one of the works made in Indonesia that contain cultural values and essentially is a heritage that should be preserved its existence. puppet also contain story elements such as Rama and Sinta ancestors, the story teaches to be hard work, always bersusaha, and spirit. Some examples of puppets in Indonesia such as puppets, marionettes, puppets klitik, beber wayang wayang wong and are the puppets that exist in Indonesia.

Puppet has a powerful message in public life both in the field of social and education. The existence of puppets increasingly supplanted by a new culture coming from abroad is what makes the handle in the proposed research program is based on this culture. Because it is known that the position of the puppet has a role sebagaipenerang hatibagi society to love and preserve the culture of their own country, and because of the population according to the authors observed today tend to follow, and mengembangkanbudaya from outside coming into Indonesia. So that our culture is not extinct, the need for development culture.

The target of the K - wayang are ages 7 to 10 years but did not rule played by all circles. With the game in the form of 2D and performed puppet can be used in desktop , we expect insight Indonesian society to wealth and ancestral culture grew and was able to adhere to the love for Indonesia is greatly increased .

Keywords: adventure game; puppet; desktop; AR; Simulation; Kinect.