

ABSTRACT

Graduation is a process that awaited students School of Applied Science Telkom University. But when a new student at Faculty of Applied Science Telkom University, there are many question like how to do registration, how to input subjects, and another academic and non academic activities. That question make students afraid to take a step during college. Therefore the authors make an RPG game, to describe the situation during college at Faculty of Applied Science Telkom University. This game has a flow simulation, usually flow simulation simulate something based on a real life. This game present and gives an overview problem faced by college student Faculty of Applied Science Telkom University. And outlines the problems generally faced by college student.

Keywords: Students, School of Applied Science, RPG