

Abstract

Indonesia is one country that has various types of culture. This cultural diversity is an invaluable asset, so we must defend it and we pass it back to our children and grandchildren as the next generation.

Over time the development of technology in Indonesia is growing rapidly. According to health.liputan6.com one example of a very popular technology in Indonesia is a gadget. The percentage of gadget users who belong to the age category of children and adolescents in Indonesia is quite high, ie 79.5 percent.

Make a helping game above the idea came up to create a game with the title "simulation game of traditional instruments using leapmotion controller". As the end result of this game is simulated Bonang play in virtual media.

Keywords: game, culture, leapmotion.