

ABSTRACT

Indonesian people are too often served with other country's history, thus reducing existence of Indonesian historical story. One of Indonesian historical story is a story when Karaeng Galesong conquered Mataram. Therefore, by utilizing technology advancement nowadays, historical story about Karaeng Galesong can be developed with game as a media. In addition to reintroducing this story, this design is also intended to instilling unyielding values to 12-15 years old adolescents. Designing method is applied by collecting data (interview, observation, questionnaire, and literature study), then analyzing data with qualitative method by structural approach as well as by using adaptation theory. From this design, we can conclude that game as a media can help reintroducing Karaeng Galesong's story as well as instilling unyielding values to adolescents in more fun and effective way.

Keywords : Karaeng Galesong, Adaptation, Adventure Game