

ABSTRACT

Ubaedillah, Moch Ryan. 2016. Design Of Mobile Game For Media Introduction Figure Puppet Pandawa 5 On Teenagers In Bandung. Visual Communication Design. Faculty Of Creative Industries. Telkom University

The sophistication of today's technology makes the clash between culture with technology that can largely ignore culture. Preservation of cultural art puppet show is important to instill a love of their own culture in the society and also to avoid the threat of crowding out of their own culture in the age of technology today. One way to preserve the art puppet show is through the media that support during the current level of technology. One medium that is very close to the community that is through learning media Mobile Game which is one form of information delivery will be in demand, which gives it easy for children to learn while having fun. In the design of Mobile Games created using data analysis methods Miles and Huberman coupled with the analysis of adaptation can be used as a benchmark in designing the game. By using the concept of fighting game genre that has been tailored to the target users during the current level of technology. The end result of the design in the form of mobile games provide an update in the gameplay will puppet characters that will serve as a medium of learning traditional art.

Keywords: Marionette Puppet, Learning Media, Mobile Game