

ABSTRACT

Game is one of the entertainment media which is popular to everyone ranged from children to adults. Apart from being a source of entertainment, games can also serve as a medium for delivering certain messages through the game itself. One of the topic I want to raise is to provide information about one of the local Sundanese wisdom that has been taught for generations. This has to be done so that the current Sundanese generation doesn't forget their "roots" as a Sundanese where in our present day the local cultures will be fade away because of varied cultures that coming into Indonesia, and the people who are affected by it aren't as few as it used to be. As a game environment artist along with the game designer, has a concept to pack Tritangtu Sunda into a rhythm game, which is the type of game that uses player's hearing as a main control to complete the game. Tritangtu Sunda packed and applied in narrative stories, game environment creation, encyclopedia features, and in-game items. We do observations and interviews to gather the data needed from one of Sundanese village that applied Tritangtu Sunda philosophy in their daily lives like Kampung Naga, along with data gathered from audio visual media such as videos to be applied as a game environment content to our game. It is expected that our players could get the message or information about Tritangtu Sunda through this game and increasing their awareness of the importance to keep our local cultures from fading away.

Keywords: Game, Environment, Tritangtu, Sunda