

## **ABSTRACT**

Nasution, Mario Andre. DESIGNING ACTION-ADVENTURE GAME" SAVE THE TOOTH! "AS A SOLUTION TO PROVIDE INSIGHTS ABOUT DENTAL PROBLEMS FOR 8-12 YEAR OLD CHILDREN. Visual Communication Design Studies Program. Faculty of Creative Industries. Telkom University.

Indonesian people have bad habits in dental and oral hygiene. It says that caries problem suffered by about 52.3 percent of Indonesian society. This design aims as a solution to provide knowledge about the teeth problems to it's users, especially for children aged 8-12 years old. Application of theories that related to game design is used as the basis for thinking in designing the elements and elements that exist in the design of this game. By using the method of collecting observation data, interview and literature study, the data obtained is analyzed and the results are used as the key in the design of this game. So the results of this design will be made into a mainstream media in the form of Game design document, that the supporting media is the result of the game design itself, which is Mobile games that can played on Android-based OS. Therefore, with the mobile games that provide insight or knowledge about the problems in the teeth, players, especially children ages 8-12 can get information to prevent the occurrence of these problems for the future. And also, the delivery of information packed into the form of this game also does not eliminate the fun element in a game, so they remain interested to play it while receiving knowledge indirectly.

Keywords: Teeth, Caries, Plaque, Calculus, Game, Action-adventure, children