

ABSTRACT

DESIGNING “A SCOUT” GAME AS AN EFFORT TO ATTRACT STUDENTS’S INTEREST ABOUT SCOUT ACTIVITY

The making of “A Scout” game art design is a means of contribution for the Designer in revitalizing scout’s activity. At this rebranding, an image of fun and unique scout’s activity will be implemented. That implemented image can then take the interest of middle schooler who still thinks that scout’s activity is just a formality and outdated without knowing the true value from each of it’s activity. On this art game design, scout’s activity material will be implemented as a game feature and educative content within the game. So that while playing, the player may also educate themselves about the pros of scout’s activity. On this game design that focused at game asset that includes character asset and environment, the game art is made based on the data gathered by using quantitative and qualitative method. With a theory about character designing as the base. The making of silhouette and proportions of character that supported with questionnaire and interview data. The writer could make a character that has an unique, interesting, appealing to the audience’s desire. Meanwhile, in environment making process, theory about parallax background and color relation for color mood necessity is applied as the base to create a game environment that has some room depth with varying conditions. Local feel that obtained from field observation of many places in Indonesia. Like the flora that grew, environment settings, and scout’s activity is used as vital point to show local identities. The game asset as the result of this research is gathered and displayed by using artbook as the media. With this, the designed game art can show a more unique image of scout’s activity that can take teenager’s interest especially middle schooler whom game is a visual media that they can accept.

Keywords: Scout’s activity, Game Asset, Game Art, Parallax, Character, Artbook