

Abstract

In the videogame there's a character that connecting player and videogame, or commonly called an avatar. But now, the character isn't only an avatar in videogames, it has developed into a media that represent certain cultural identities. Videogames that are able to represent certain cultural identities very well, have a special appeal for players and increase players' insight into the culture that conveyed by the videogame.

The designer will use qualitative methods to get the depth of information about Indonesian culture, especially the physical dimension, the social dimension and the psychological dimension of the character. With the method of data collection in interviews, observations and literature studies. The theoretical basis for the designer is using the theory of 3-dimension characters in Sheldon's book, titled "Character Development & Storytelling for Games".

In the results of this design, the characters that designed will represent the cultural values of Indonesia. The designer considers the global value in popular culture, so the cultural values that has implemented into the character, will be mixed with the characters in popular culture. Especially in the armor of the character, and the moves possessed by the character. The designer hopes that the results of this design become a bridge in popular culture so that teens and future generations will begin to remember, like it, and have a sense of belonging to every Indonesian cultural value that are published in the videogame.

Key Words: Game character designs, Garuda Riders Novel, Indonesian Culture.