

ABSTRACT

Humans live on earth, but they do not know the earth as their place of living. This can be seen from how human pay less attention to the natural conditions that occur. In addition, lack of community interest also influences their knowledge of nature, especially among teenagers. In ancient times, The Pranata Mangsa Calendar was made based on observations of natural conditions then used as guidelines for everyday life. Unfortunately, Pranata Mangsa has almost disappeared by age because of the scarcity of documentation sources. This happened because Pranata Mangsa was only inherited through oral spread among the previous farmers. Therefore, by utilizing the current technology, knowledge about Pranata Mangsa can be conveyed through simulation games for teenagers delivered through its concept art. The purpose of this design is to provide knowledge about natural events and conditions, especially in mangsa kapitu based on Pranata Mangsa for teenagers aged 15-24 years. The design method used is observation of natural conditions and events, then the data obtained from observations are expressed in the form of concept art for the simulation game. The designer starts his research from the phenomena and problems found in the community that are related to the Pranata Mangsa. From this, concept art for the simulation game can help to convey visual insights about natural events that occur in mangsa kapitu based on Pranata Mangsa Calendar for teenagers through more effective and interesting ways.

Key Words: *Pranata Mangsa, Natural Phenomena, Mangsa Kapitu, Concept Art, Simulation Game.*