ENVIRONMENT GAME DESIGN AS MEDIA INFORMATION FOR TEENAGE DEPRESSION

ABSTRACT

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This Environment Game Design is to be a support foundation for Lost: The Wandering Souls game which is taking depression as the main topic. Depression is a major phenomenon that happen mostly on teenager, but not many people realise this as how to handle it. The main reason this environment design is to design an environment which is real and not real in to an isometric perspective. This design expected to recreate a depressing situation which is what a depression people feels and faced, also it can be a solution with the information it's bring or tell about depression itself, like how and what happen to the people who have a depression so the mind will be open with some new information that hoped can help them in the future. The author use data methods, analysis, and then design and visualized using some theory approaches.

Keywords: Environment, Depression, Game