

ABSTRAK

Now, there are many teenagers who do not understand or apply about the philosophy of life of the Lampung tribes. One reason is the method of learning about this philosophy which is less interactive, such as only through textbooks at school. It's hard to make teenagers want to learn it. Therefore, in this study trying to provide alternative learning media, namely games. Because according to Morgan (2014) the application of effective games in the presentation and presentation of the narrative is clear and interesting. When the research was conducted on the design of a game application as a means of education in the delivery of narratives about the values contained in the life philosophy of the tribe of Lampung through the story of Raden Intan II. Furthermore, after carrying out the analysis through qualitative methods, data collection was conducted, namely questionnaires, observations, and interviews with prospective target communities. So this game application becomes right as an alternative media because the media chosen are close to life today. Teenagers who have used this will have alternative media that are more interactive than those currently available, so the hopes of teenagers in Lampung specifically will be easier to interpret and improve.

Keywords: *Philosophy, Interactive Media, Game Applications, Raden Intan II*