

ABSTRACT

The story of Mundinglaya Di Kusumah is one of the Sundanese Pajajaran folklore stories of how a Mundinglaya unites the Sundanese land by obtaining a legendary inheritance. This story has an educational value about the common interests and sincere determination of a Mundinglaya. The game application is an Interactive media that is rich in interaction and value. In a game application can contain the value of education, entertainment, or even a norm value. The game application conveys these values implicitly and intuitively. So that the values to be conveyed can be conveyed subtly without rejection. This is the biggest power of game applications as a mindset formation tool. game application that preserves the Indonesian culture by taking a case example of the story of Mundinglaya Di Kusumah.

Keywords: mundinglaya di kusumah, folktale, sunda, culture education, game application