

Abstract

Culture are one of many ways a group of people to develop in life and to pass it down from generation to generation. One of many culture that exist that is traditonal game Gobak Sodor. Gobak Sodor game or many people known as Galah Asin or Galasin in Indonesia already famous since ancient time.

This original traditional game often played by many because to play Gobak Sodor isn't that hard to setup and have relatively easy rules. More over time forward traditional game Gobak Sodor is getting harder play because not like old times that have many empty spaces as long as eyes can see now many build bulding and infrastructure by society, government, and big companies that makes traditional game unplayable because land factor that doesn't enough space, and now come up sophisticated technology which makes traditional game Gobak Sodor even more forgotten, even from a few middle schooler art and culture book hasn't found a mterial about traditional game Gobak Sodor.

From there comes question about how we can conserve indonesian traditional game culture where in era now technology have becoming so advance when everything makes human easily communicate, create, dan spread information. Technology too play a heavy role in digital entertainment that makes one of may reasons why traditiona game Gobak Sodor starting to be forgotten because digital entertainment that created from computational engineering anf information that served all kind of digital entertainment for everyone, everywhere at affordable price and online that can reach the public. Because of that are designed a digital entertainment in the form of Third Person Action game for conserving traditional game Gobak Sodor.

Keyword : Culture, Traditional Game, 3D Game, Gobak Sodor