

## DESIGNING MOBILE PLATFORMER GAME BASED ON THE ADAPTATION OF “PARIKESIT” NOVEL

### ABSTRACT

***Revira, Deden. 2020 Designing Mobile Platformer Game Based On the Adaptation Of “Parikesit” Novel. Final Project. Visual Commnucation Design Studio Program. Faculty Of Creative Industries. Telkom University.***

*Puppet is one of Indonesia's most well-known cultures. In today's modern era, culture like puppet, is currently experiencing difficulties even just to survive in the community, many cultures from abroad are coming and becoming popular that dominates among society, for example Japanese cultures that enter Indonesia through the world of entertainment using a variety of media, some of them are film and video games, the author examines the phenomenon with a structured interview data collection method to the target audience of this study, namely Early adult society, with data analysis methods called interpretative qualitative, the results of the interview are known that the Indonesian people do not know well about wayang, therefore the writer will design a 2D platformer video game based on the adaptation of the Parikesit novel with a story that is easily understood and understood by early adults as target audience. And also to introduce pandawa puppet stories and characters to the target audience through a 2-dimensional platformer video game media.*

*Key Word : Adaptation, 2D Platformer Video Games, Puppet*