

ABSTRACT

The folklore of Ciung Wanara is a cultural heritage that originates from Sunda. Unfortunately, there are not many people who know of the story, particularly children. The media as a host for dissemination has an important role to solve this problem. One of the medias that are easily accessible in the modern era is the smartphone, which usually possess a gaming feature more commonly known as mobile games. Mobile games in itself are enjoyed by people of almost any age in society, especially by children.

This final project report discusses the design of Ciung Wanara's story visualization through mobile games. The method of data collection is carried out by observations, literature studies, questionnaires, and interviews. In addition, this design introduces the story of Ciung Wanara by using game as an interactive tool on smartphone devices.

Keywords: Ciung Wanara, visual mobile gaming, children.