

ABSTRACT

Endemic animals are one of the biodiversity in the world, especially in Indonesia, and their existence should be maintained to be sustainable. However, there are threats that afflict these endemic animals that cause their existence and uniqueness to be threatened. The design of the 3D adventure-strategy game titled Endemic Adventure about the uniqueness of endemic animals is a medium used by the designer as a place to convey messages about the uniqueness of endemic animals that are threatened. The designer hopes that with this Endemic Adventure game the designer can introduce the uniqueness of Indonesian endemic animals to the game players. Thus, the designer hopes for more attention to endemic animals in Indonesia.

Keywords: Indonesian Endemic Animal, Game Design, 3D Adventure-Strategy Game