

## *ABSTRACT*

*Indonesia is a Republican State that houses hundreds of islands with unique cultures in each region. This is a prominent characteristic of the Republic of Indonesia, and the Indonesian people have an obligation to preserve this culture. The younger generation are children and young people who will later become the nation's successor, one of which is teenagers. Based on that, this design is aimed at adolescents as a medium for preserving Indonesian culture. The physical form of culture found in the Republic of Indonesia is evidenced by the existence of cultural heritage such as artifacts of traditional weapons. Each region has their own unique weapon with a philosophical value for each of them. One of them is a weapon from the Sumedang Larang kingdom which is located in West Java. This design aims to create a character design based on personification by the philosophical values of the traditional weapons of the Sumedang Larang kingdom, both from a historical perspective and in terms of symbolization of the shape of the weapon.*

*Keywords: Character Design, Traditional Weapons, Mobile Game*