

ABSTRACT

Farhan, Achmad Refi. 2020. *DESIGNING GAME DESIGN DOCUMENT FOR INTRODUCTION THE VALUE OF TRADITIONAL WEAPON CULTURE OF SUMEDANG LARANG KINGDOM* ABSTRACT Achmad Farham, Refi. 2020 *Game Design Document Design for Introduction to Cultural Values of Traditional Weapons of the Illegal Kingdom of the Kingdom. Thesis. Visual Communication Design Study Program, Faculty of Creative Industries, Telkom University.*

Cultural Values Traditional Weapons are one of the artifacts of ancestral heritage that have valuable cultural values, one of the kingdoms that has traditional weapon artifacts is the Sumedang Larang Kingdom. Unfortunately, in this day and age the existence of ancestral heritage such as traditional weapons is starting to be forgotten, especially by teenagers, at the same time the popularity of video games is high among these young people. Therefore, the researcher will create a game design document that aims to introduce the cultural values of the Sumedang Larang Kingdom traditional weapons. Researchers will use data analysis methods in the form of literature studies, interviews and observations and use qualitative analysis methods to analyze the data obtained. To create a Game Design Document, Tracy Fullerton's dominant theory will be used which can be divided into three parts, namely Formal Elements, Dramatic Elements and Dynamic Elements. The Game Design Document design will produce a mobile game with two-dimensional graphics, tower defense and casual genre, and will be tailored to the target audience of teenagers.

Keywords: Game Design, Game Design Document, Traditional Weapons of the Illegal Kingdom of Sumedang, Youth, Tower Defense,