

ABSTRACT

The condition of the environmental ecosystem is increasingly healthy coupled with the increasing amount of plastic waste that accumulates in landfills, this waste also damages the ecosystem of land and sea life. Therefore, the information media needed to be able to educate the community to be able to maintain the ecosystem of the environment at this time. Information media in the form of educational games for elementary school children. The information is instilled in elementary school students who at their age are very good at instilling education about the environment. The game is titled Eko Protecting the Nature. The visual design of the visual creation of assets in this game takes the reference that has been obtained from direct and indirect observations around Bandung and South Tangerang. Visual style of simple cartoons that have interesting colors, with interesting characters.

Keywords : game design, game assets, visual assets, ecosystem damage, waste pollutions