ABSTRACT

Anggit. 2020. The Aesthetic of Ksatriya Characters in Lokapala Games. Final Project. Visual Communication Design Faculty of Creative Industries. Telkom University Bandung.

Popularity of MOBA (Multiplayer Online Battle Arena) game is a global trend, Indonesia as one of biggest market of MOBA game takes part on the trend by producing Lokapala as the first ever MOBA game from Indonesia. The interesting point of the game is the game is how they presenting the characters based on myth, history, and culture from Indonesian characters as a hero or called as ksatriya on it. The characters design will also related to the aesthetic. Aesthetic as a studies which deals with the principle of beauty and it's relation with value of the characters on the game. Using qualitative descriptive and Feldman's aesthetic theory, this research will examine the characters on the Lokapala game, to know how the characters of the game could representing Indonesia.

Keywords: MOBA, Character, History, Myth, Culture, Aesthetic, Indonesia