

ABSTRACT

The high number of victims of traffic accidents in the Special Capital Region of Jakarta for the age range of 15 to 30 years shows the importance of knowledge about first aid, especially for students who are currently occupying education. High school adolescents are included in this age range, so it becomes the right audience to be informed about the correct method of first aid. From the problems above, it is necessary to design a media that can show the correct first aid process interactively for high school adolescents, namely through media *games* whose market is currently growing very rapidly. To design a *game*, a visualization of the *game* concept is needed. This is where the designer acts as a *Concept artist* who is in charge of character and *environment* design for the *game* entitled "Special Rescue Team". Therefore, the designer analyzes and collects data through qualitative methods, namely literature studies, interviews, and observations to be able to illustrate the concept of the *game* to be designed. This *game* will describe the first aid process through two perspectives, namely an inside perspective and an outside perspective. The inner perspective will show the physiology and anatomy of the human body through anthropomorphic representations that resemble the city of Jakarta, where body parts such as cells, tissues, and organs will be represented like humans in the city of Jakarta. Whereas from an outside perspective, it will show the stages of the correct first aid process. In order to create visuals that are more attractive to the target audience, the designer integrated the science fiction aspect to the concept of the *game*. By designing this *concept art*, it is hoped that it can become a reference in *game* design at a later stage in production.

Keywords: First aid, physiology, anatomy, *games*, *concept art*, science fiction, high school adolescent