

ABSTRACT

DESIGN of PROTOTYPE MOBILE GAME ABOUT THE DANGERS of COVID-19 FOR TEENAGERS

By: Athifah Nur'aini

1601174275

In this situation of the COVID-19 pandemic, the government issued regulation to always follow health protocol to people. Including “stay at home” and “work from home”. But, there’s still people who defy the regulation because they get psychic attacks, need to entertain themselves, don’t like to stay at home, etc. Therefore, this research used the data methods with library studies, documentary, interview to five interviewees, and questioner with 107 respondents. For analyze methods are comparison matrix, visual, and SWOT. This research made to find alternative media that can be played for entertain and remind to people especially youth generation for 17-25 years old in this COVID-19 period. With this interactive game for mobile is the conclusion for this research to teenagers in Bandung City.

Keywords: game, youth generation, covid-19, mobile