Abstract

Jailangkung is a ritual used to summon spirits or evil spirits. Initially, the purpose of this ritual was only for entertainment to express oneself, especially to ask about fate. Over time, Jailangkung really did not trust the public as a medium for communicating with human beings so that currently some people still carry out these rituals. However, the Jailangkung doll moves due to the ideomotor effect and sometimes people think that the objects around it are moved by creatures. This myth can have an impact on someone who has a fear of spirits called Phasmophobia. To overcome this phobia, the public must be provided with information on how to overcome it.

Data search was carried out through indirect observation, interviews and literature study. After collecting all the necessary data, then designing a game because it is the media that plays an important role in providing information to the public on how to overcome these fears, one of which is through game media. According to a survey conducted by Newzoo in 2019, 74 men and 70 women played games on their cellphones. This proves that games can be the right media to provide information about Phasmophobia so that the public can understand it. The design of this game is made in the form of a visual novel because according to Rantisi (2018) visual novels have images that make the story interesting to read so that they can read books that make some people lazy to read them. This can make it easier for the author to convey information about Phasmophobia.

Key Word : Jailangkung, Phasmophobia, Visual Novel