

Abstract

This research is based on the folklore The Origin of Bandung City which is a form of traditional culture that is less known to the Indonesian people, especially the people in the area where the story comes from. The Origin of Bandung City folklore itself is a folk tale from West Java which contains about how the city of Bandung was formed. In addition, in the story there are also figures who can be used as role models in life so that this folklore needs to be preserved, especially by young people as the nation's next generation. Unfortunately, today's young people are more interested in modern or popular culture such as games, animation, films and so on compared to traditional culture. Therefore, designing the character designs of figures in the folklore The Origin of Bandung City to be adapted into this game is an effort to introduce the folklore to young people. The data collection method used in designing this character consists of literature study, observation, and interviews, then analyzed qualitatively to produce in-depth descriptive data. By using adaptation theory and other supporting theories, the data is then analyzed into a design concept to find out how the characteristics of each character in the story and what kind of visualizations for the character designs can be used and support the original identity and characteristics of each character from the folklore. The results of the data analysis will then be used as a reference in designing the character for the game with the title "Ngabendung".

Keywords: The Origin of Bandung City, Folklore, Character Design, Adaptation, Game.