ABSTRACT

The breadth of information on social media that can be reached by young and old people, there is some misleading information (hoaxes) and the low literacy of the community so that it can cause someone to be easily attacked by fake news.. How the author as a game designer educates the public about the dangers of hoaxes and increases awareness of the dangers of hoaxes through the media of games because now games are very much liked by young and old people. The game itself requires a concept. The game design document acts as documentation of game creation from the pre-production stage to post-production, The game to be designed has a story with a theme about hoaxes. To achieve a Game Design Document that is in accordance with the theme to be worked on, it is necessary to collect data with a combination method. The method that the designer will use is a combination method, this method combines qualitative methods using two data collections, namely literature study and interviews. In data collection to increase knowledge on the phenomena and a game to be worked on, combined with quantitative methods using data collection, namely questionnaires. The collection of this questionnaire data is to analyze the target audience. Through this game design document, the game that will be worked on will show how the dangers to the impact caused by hoaxes

Keywords: Game Design Document, Hoax, Information, Social Media