

ABSTRACT

Garuda is a Hindu mythological creature that is used as a symbol of Indonesia and the symbol of Pancasila which has been used for decades and the Garuda symbol has become a unifying pillar of the Indonesia so far. But there are still a lot of the people who do not know why Garuda is used as a symbol of Pancasila or as a symbol of Indonesia. There is a reason why Garuda is used as a symbol of the Indonesia, namely because of the mythological story of Garuda who saved his mother from slavery, and from that story has the same fate experienced by the Indonesian people who tried to free their people from colonialism. The purpose of this research is to provide knowledge about the reasons why Garuda is made the Symbol of Pancasila and the National Emblem of Indonesia by using Media Games with the genres of Fiction, Adventure, and Puzzle. The writer as a game designer, is researching data by means of library studies and also doing comparisons of similar works to compare other games.

Keywords : Mythology, Fiction, Struggle, History, Library Studies, Similiar Works