

ABSTRACT

Tel-U Craft is a project that aims to create a digital campus of Telkom University based on Minecraft and is planned to become a video game similar to Gather Town in 2024. However, at this time Tel-U Craft only has Minecraft assets from the area of the School of Applied Science and the School of Creative Industries of Telkom University. To solve this problem, the author made a Minecraft World Design of the Building Faculty of Electrical Engineering Telkom University and Its Interaction for Tel-U Craft Development. This designed Minecraft world will include faculty buildings, faculty environments, and interactions. Multimedia Development Life Cycle method is used in this project as the basic method in project work. The design uses a 3D model as a basic model for the design of the faculty building. The Amulet Editor software and the WorldEdit server plugin are used to assist the Minecraft World editing process. The Minecraft world that has been designed has been tested and run on the Tel-U Craft server and has been tested by Minecraft players and Telkom University students.

Keywords: Minecraft, Tel-U Craft, Amulet Editor