

Abstract

Games are one of the media for us to have fun and refresh our minds after doing our tiring activities. Games can also relieve stress in us. The more here the game is growing, if in ancient times we played directly like playing hide and seek or playing fortified fortresses, now we play more using our gadgets or can be called virtual games. Virtual games are more preferred by children today because many people think that virtual games are simpler to play than traditional games that require friends to play together or need goods or materials to play. Virtual games have a variety of genres. Examples of genres in virtual games are Role Play Games (RPGs), Puzzles, Sports, Racing and many more.

Culture is a way of life that is developed and shared by a group of people or society and is passed down from generation to generation. While traditional culture itself means historical relics that are traditional such as regional dances, regional musical instruments, traditional weapons, regional languages and others.

Keywords: *Virtual Game, Culture, Traditional*