

ABSTRACT

Game are often found in the digital age, the ease of access using various gadget with an entertaining nature have made it part of alot of children's life. Game has several important elements in it, and one of them is the environment which can affect the mood and atmosphere of the game. Creating an environment that depicts the natural habitat of endangered animals such as Java Eagle can provide insight about their living environment to the target audience. In designing this final project, qualitative research method (Phenomenological Research) is used to collect data along with observation and literature study. The writer use environment design theory that includes the important element of designing an environment. The object of research will go through a stage of adaptation to fit the games environment. Later this environment can be use to create the game of The Last Garuda. This environment hopefully can provide insight using a media that interest children.

Keyword: Environment Design, Java Eagle Habitat.