

ABSTRACT

There was many horror culture that intertwined with mysticism is an inseparable part of Indonesian society. The term "horror" was a sense of terror and extreme fear, associated with folklore, ghost stories, taboos, haunted places, and shamans. Shamans, or "Orang Pintar," can be understood as individuals who treat the sick, cast spells, and have connections with the supernatural and mystical aspects. Indonesia also boasts several famous horror games, one of which is Dreadout, which has achieved success even internationally.

Inspired by the community's enthusiasm for horror games, the author is interested in creating a horror game in Indonesian language called "Akibat" (Consequence). This game aims to provide an understanding to the public about the cause and effect of seeking instant gratification through mysticism, whether for personal gain or to harm others. In "Akibat," players will be confronted with different stories and mechanics that require unique solutions to complete each narrative.

"Akibat" is an Android game targeting the teenage market with a minimum age limit of 12 years and older. The game is rated T for Teen by ESRB and PEGI 12 by PEGI, incorporating minimal violence and blood. Thus, the game is expected to act as a bridge for teenagers towards more mature content that contains some elements of violence and combat.

Additionally, it is hoped that "Akibat" can serve as an intriguing medium to introduce Indonesian culture, particularly for teenagers, allowing them to better comprehend the horror culture and mysticism embedded in Indonesian life.

As a result, "Akibat" has successfully achieved its objectives. This was evidenced during user testing involving 20 respondents, where 83,7% of them acknowledged that the game effectively introduced the rich Indonesian culture, heavily influenced by urban horror legends involving deals with shamans. Users highly agreed that "Akibat" serves as an excellent medium for cultural introduction for individuals aged 12 years and older.

Keywords: Culture, horror game, introducing culture