ABSTRACT

Fighting games are a genre of video games that involve two or more players in fighting. This genre often features the mechanics of blocking, attacking, counterattacking, and continuously chaining attacks or Combo. Fighting games have large communities around the world, not to mention Indonesia, which ranks 3rd in the world for the most game players. However, the fighting games currently circulating, such as Sifu, Absolver, Tekken, Guilty Gear, etc., have not raised any Martial Arts from Indonesia, such as Pencak Silat which is already popular and is also known in various countries from the success of The Raid franchise movie. The method used in this design is the Mixed Method, departing through Qualitative by conducting Observations and Library Studies to obtain Pencak Silat data along with character design theory, then proceed to the Quantitative Method by conducting interviews with one of the silat teachers to obtain further data about pencak silat and Questionnaire to the target. In this design, it is hoped that the design of a fighting game character design will apply one of the Martial Arts from Indonesia, namely Pencak Silat as a fighting game concept that can take advantage of the popularity of Pencak Silat martial arts in the film industry using video games as media.

Keywords: Character Design, Martial Arts from Indonesia, Popularity of Pencak Silat, Action-Adventure Fighting Game.