

ABSTRACTION

This design is based on the dissonance of memory to the history of the founder of Depok City. Dissonance of memory is a phenomenon where there is a difference in the meaning of an object between two or more circles. The Depok community's perspective on Cornelis Chastelein seems bad because he is a Dutchman. Society considered all the Dutch at that time were colonizers. Not even a few people do not know who Cornelis Chastelein is. The purpose of this design is to tell the story of Cornelis Chastelein, a landlord who freed Indonesian slaves and gave them freedom and founded Depok City, as a means of information to youth through the media game. The research was conducted through qualitative methods. Data were collected through the Observation and Literature Study method.

Keywords: Youth, History, Dissonance of Memory, Video Games.