

ABSTRACT

Indonesia is a country with a high number of foreign and local tourists, with a recorded annual travel count of over 300-450 million trips. However, unfortunately, some lesser-known tourist locations are not well-known to most people, one of which is the city of Sumedang. In Indonesia, internet usage is widespread, and internet users are largely among the age group of 12-18 years, especially adolescents. One of the mediums accessed by teenagers through the internet is video games. Video games, as a form of entertainment, can also serve as an educational tool. If video games were designed based on several important landmarks in Sumedang, it could provide an opportunity for teenagers in Bandung to learn about these landmarks in Sumedang through the video game. In a video game, backgrounds serve as complements. Backgrounds and environments are useful in enhancing the game's ability to depict details about a situation, capturing the atmosphere, emotion, and tone. Therefore, the author has undertaken the design of backgrounds to convey educational messages about the significant landmarks in Sumedang. The qualitative data collection method involves observations and literature reviews, using qualitative data analysis methods. The designed work will consist of an artbook, posters, and infographics that showcase the author's creations. The results of the analysis, combined with expert theories related to video games and backgrounds, along with available data, enable the author to design backgrounds for a video game featuring landmarks in Sumedang. The visual elements in the backgrounds are expected to captivate the audience's attention, thus increasing players' curiosity about Sumedang. A well-suited and audience-appropriate video game background design can become a valuable asset in creating an educational video game. The validity of this study would be enhanced with more accurate and comprehensive data.

Keywords: *Teenager, background, environment, landmarks, video game, Sumedang City.*