

ABSTRACT

Cats are animals that many people choose as pets, especially in Indonesia. However, there have been several cases of giving human medication such as paracetamol by cat owners which actually worsened the cat's health condition. There are also several cases of cats experiencing diarrhea and digestive disorders because they consume rice with fish, thinking that cats also need lots of carbohydrates, even though cats are true carnivores. Seeing the closeness between a child and a cat, he could easily give what he eats to the cat without knowing the impact of this. The aim of this research is to find out how to design GDD for educational media in the form of games about cat food for ages 7-12 years that are easy to understand by utilizing visualizations that match the data obtained regarding target understanding. In this case the author uses several data collection methods, namely the qualitative triangulation method including interviews with various existing sources, surveys, questionnaires and literature studies to collect the necessary data. The data analysis technique used in this research is the matrix analysis technique. In this design, it is hoped that the result will be a 2D side scrolling game that uses the design process stages and components in the game design document.

Keywords: Cat, Cat Food, GDD, Child