

ABSTRACT

This final project is created in response to the need to develop a PC-based cultural promotion game application capable of promoting and providing understanding and appreciation of cultural diversity in the current digital era. In this abstract, we present a brief overview of the main characteristics of the game application, including its concept, design, gameplay techniques, and its impact on enhancing cultural awareness and intercultural interactions.

The game application is designed with the aim of presenting and celebrating diverse cultural heritage through engaging and immersive gameplay experiences. Its concept includes characters, and environments inspired by the promoted cultures, with graphics and designs that depict visual elements of these cultures.

The gameplay mechanics are designed with consideration for the cultural aspects being promoted, offering various features such as specialized combat techniques. The sound and music in this game also reflect the cultures being promoted, providing an engaging audiovisual experience.

In addition to entertainment, this game application also serves as an educational tool that expands players' knowledge about the promoted culture and raises awareness of cultural diversity worldwide. The game also encourage experiences, and appreciation for cultural diversity.

Therefore, the PC-based cultural promotion game application titled Designing "Glory and Honor : War of Legends", Game Application As A Promotional Medium For Regional Culture In Indonesia has significant potential to influence how to understand and appreciate cultures across Indonesia.

Keywords: application, game, cultural promotion, PC-based, education, cultural diversity