

ABSTRACT

ENVIRONMENT DESIGN FOR AN EDUCATIVE GAME ABOUT FOREST FIRE PREVENTION AND SUPPRESSION IN WONOSOBO FOR YOUNG ADULTS

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Forest fires in Indonesia, especially in Wonosobo, are a serious problem with economic, environmental and social impacts. One of the causes of forest fires is human actions, such as clearing land by burning, throwing cigarette butts carelessly and other fire-causing activities carried out by local people or climbers. The aim of this research is to increase public attitudes and awareness, especially visitors to tourist areas in Wonosobo, regarding steps to prevent and handle forest fires using educational game media. In this research, a qualitative method with a descriptive approach was used. Data collection techniques include literature studies using several books and journals, observations in the Wonosobo area, and interviews with several expert sources and the local community. Then analyzed using qualitative descriptive analysis methods and matrix analysis. The design results are visual assets that focus on the environment and background for an educational video game with a top-down perspective and using pixel art style. Apart from games, the resulting visual assets will be displayed in the artbook.

Keywords: Environment, Educational Games, Forest Fires, Pixel Art, Visual Assets, Wonosobo