

ABSTRACT

Knowledge about waste management, especially in early childhood, is the key to success in implementing good waste disposal habits. The ease of gaining knowledge through media that is more familiar to children such as games has a significant positive impact on early childhood. The method of providing information through games certainly provides a solution to the problem in an interactive way and is suitable for children. This research aims to describe the design of Game Design related to the Plastic Monster Trash Game. The results of this research are expected to provide solutions and a good impact on existing problems. The research is a qualitative research using literature study, observation, and document study. Then, the data obtained is then processed and further analyzed by comparing similar games, the results of the data review become the basis for designing Game Design Document to achieve research objectives, this design is focused on the subject matter around Game Design Document. The explanation related to this is useful to understand how the Game Design Document design can work to meet the main objectives of the design, namely providing alternative media in the form of games to find out what plastic waste is and how to manage it. It is hoped that this design will be the right solution to the existing problems.

Keywords: Game Design, Trash, Elementary School Student