

ABSTRACT

Wibi, Ahmad. 2024. Designing a Game Design Document for an Educational Game Regarding Handling Forest Fires in Wonosobo for Young Adults. Visual Communication Design Study Program. Faculty of Creative Industries. Telkom University Bandung.

Indonesia's forest areas, including Wonosobo, are often victims of human negligence. Illegal land clearing, carelessly thrown cigarette butts, and other fire activities are the main triggers for forest fires. As a result, environmental damage, economic losses and public health problems are inevitable. To overcome this problem and increase public awareness, especially visitors to the Dieng tourist area, this research focuses on educating teenagers about mitigation and signs of forest fires. This research uses an interesting and contemporary approach, namely through designing an educational game. The researchers made direct observations in the Dieng area to understand the existing situation and conditions. Apart from that, interviews with local residents and literature studies from various sources were also carried out to strengthen the research base. The result is the design of an educational game that is not only informative, but also able to attract teenagers to learn and understand the importance of preserving forests. Furthermore, this research also produced a Game Design Document. This document serves as a guide for teens to create immersive and emotional play experiences. By playing this educational game, teenagers not only gain theoretical knowledge, but also experience firsthand the negative impact of forest fires. It is hoped that, through education that is packaged in an interesting and up-to-date manner, youth awareness of the importance of protecting forests will increase, so that they can contribute to preventing forest fires in the future.

Keywords : Forest Fire, Educational Game, Game Design Document, Young Adult