

ABSTRAK

Judul : Aplikasi Game Mobile Sebagai Media Pengenalan Permainan Tradisional dengan Engine Unity
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Program Studi : Teknik Informatika

Permainan Tradisional yang terlahir dari budaya masyarakat Indonesia saat ini perlahan mulai hilang dan ditinggalkan. Terdapat beberapa penyebab hilangnya permainan tradisional saat ini sehingga tidak seramai dahulu. Penelitian ini dilatar belakangi karena kurangnya media informasi membahas tentang permainan tradisional. Tujuan dalam penelitian ini yaitu merancang dan membangun aplikasi game pengenalan dan simulasi permainan tradisional berbasis Android sebagai media pengenalan permainan tradisional. Metode pengembangan pada aplikasi menggunakan metode GDLC (Game development Life Cycle) serta pengujian aplikasi menggunakan Black Box Testing dan Usability Testing.

Kata kunci : Game, Permainan Tradisional, Unity Engine, GDLC

ABSTRACT

Title : Mobile Game Application as a Media Introduction to Traditional Games with the Unity Engine
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Traditional games which were born from the culture of Indonesian society are slowly starting to disappear and be abandoned. There are several reasons for the loss of traditional games today so it is not as busy as before. This research is motivated by the lack of information media discussing about traditional games. The purpose of this research is to design and build a traditional Android game introduction and simulation game application as a traditional game recognition media. The method of application development uses the GDLC (Game development Life Cycle) method and application testing uses Black Box Testing and Usability Testing.

Keywords : Game, Traditional game, Unity Engine, GDLC