

## ABSTRACT

The final task is to design a graphical user interface on Sundanese musical instrument that is karinding. Based on preliminary observations that the instrument karinding less well known by the people of Indonesia, including students who are in the city of Bandung. The popularity and the existence of a new musical instrument karinding Sunda limited to artists, musicians Sundanese, and the Sundanese community. When compared, musical instruments karinding still less than the level of popularity angklung musical instrument equally Sundanese musical instrument made of bamboo for among students in Bandung. Less familiar musical instruments karinding in society due to the lack of preservation efforts and the provision of information on musical instruments karinding. In the mindset of the people, there is still the idea that a traditional culture or typical of a particular area is still underestimated and not so considered so as to cause the extinction of the culture.

In designing this mobile game to use some of the theory behind the design of that game theory, the theory of graphical user interface (GUI), communication theory, theory over the vehicle, and the theory of visual communication design . The data collection method used is by collecting data through observation , interviews, and literature. The data collected will be analyzed and will determine the design concepts that will be created. The solution in this problem is by making Android-based mobile gaming as a medium for the preservation and informing the public about karinding.

Selection of mobile gaming media at the number of smartphone users in the digital era where smartphones have become a staple in the community, especially at the level of students as the second largest smartphone users in Indonesia. By looking at the number of potential, then the selection of mobile media games considered effective in confeying information about karinding. Making the mobile game karinding will convey the message to inform, engage audiences and help preserve karinding.

**Keywords:** mobile games, interfaces, Karinding, preservation.