ABSTRACT

Nurgraha, Rifko. 2018. *Design of video game "the rise of the majapahit kingdom" which is an adaptation of the novel "jayaning majapahit" for adolescent age 15-20 years. Final Project. Visual Communication Design Studies Program. Faculty of Creative Industries. Telkom University.*

Indonesia is a country that has innumerable cultures and histories. One history is the history of the rise of the Majapahit kingdom. The existence of Indonesia's own history at this time has been replaced by video games. Before designing a video game, what should be made is game design. Therefore the author plans to design a game design. In addition to re-introducing this story, the design goal makes this video game as one of the learning media about the history of Indonesia, especially in adolescents aged 15-20 years. The design method used is by collecting data, such as interviews, observation and literature studies, then doing data analysis with qualitative methods with a structural approach and using adaptation theory. From this design, it can be concluded that video game media can be one of the media to reintroduce stories or stories of the rise of the kingdom of Majapahit to adolescents aged 15-20 years.

Keywords: The rise of Majapahit kingdom, Video Game, Game Design, Adaptation.