ABSTRACT

Lots of myths that characterize Javanese society. This is influenced by the understanding that they profess. Myth is sacred and passed down from mouth to mouth. The Aji Saka myth is one of the myths believed by the Javanese people and used as a theme for the game *"Carakan"*. Besides Javanese belief in spirits is used as an enemy / evil character that will be faced by players in the game. The characters in the game represent the physical, character and social characteristics of the players in the game. In designing this character, the writer analyzes the myth of Aji Saka, a spirit believed by Javanese people and a story created by a game designer in a game. The aim is to visualize mythical creatures and spirits that are believed by Javanese people, so that they can help convey the story of the *"Carakan"* game to the target audience. Visualization of this myth is more focused on the form, costume property and the movement or assets that will be used in the game. Data collection is done by interview, observation and literature study. So that the characters in this design can represent creatures in Javanese myth.