ABSTRACT

CHARACTER DESIGN IN GAME ABOUT SPICES

Indonesia is one of the greatest Spice producer in the world. According to FAO (Food and Agriculture Organization) in 2018, Indonesia is the world's fourth biggest spices producer and produced 109.314 ton of spices. Spice has different use to it, such as medicine, parfume, and the most important is for cooking materials. Even tough, the use of natural spice in cooking have been replaced by instant seasonings. There's a lot of reason behind that, but according to CNN and Kompasiana, one of the major reason is that there's a lot of people who don't know which spice it is and how to use it. Based on that, author decide to create a game based with the intention of educating society about the use of spices in dishes as Thesis project. Game as a media is choosen by author based on author's college major, Visual Communication Design, Multimedia-Game Deisgn. Other Reason is also because game is counted as one of the most interractive media to this day. Datas for reseach are collected through quantitative and qualitative method. Analysis are formed both from interviewing experts and literature review gave results that characters are one of the most important aspect of a game. Hence, in this Thesis project, author specifically takes the character design jobdesk. With the final product of 9(nine) characters based on spices that are usually used in cooking

Keywords: Spices, Character Design, game, cooking, instant seasonings