

ABSTRACT

MOBILE GAME DESIGN TO DEVELOP CRITICAL THINKING SKILLS IN TEENAGERS

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In this era of globalization, students are required to have life skills and skills, and a more extreme career is one example of critical thinking. However, Indonesian teenagers have always been at the lowest level in critical thinking skills, in this century students are the digital generation or generation Z, they are used to living using computers, games, mobile phones and other digital tools causing a mark of gambling addiction among teenagers. In the ever-expanding digital age, games can be used as an alternative interactive medium to conventional learning. So the purpose of this research is to design an android-based game with a focus on critical thinking. The data collection method in this study uses questionnaires, interviews, and field observations. The content of the game application to be designed in the genre of casual-puzzle subgenre Adventure with point-of-view used is top-down and visual pixel art style. Teenagers are increasingly using digital information media, such as mobile phones, because of its accessibility, ease of use, social connectivity, and technological advances so the benefits are achieved in this design to develop critical thinking skills to teenagers and entertain and provide education through games. The results achieved in this design are the design of an Android mobile game that focuses on critical thinking for teenagers.

Keywords: Critical Thinking, Mobile Games, Alternative Learning, Interactive Media, Planning