

## **ABSTRACT**

*Dental caries is a disease that is very common teeth at an early age. The reason is the lack of knowledge of most parents to the importance of maintaining healthy teeth from an early age, especially for children. The result is that it would interfere with the activities of children both in everyday life and in the academic field. Lack of socialization on dental health is one of the reasons why parents tend to ignore dental health for children. It would also require a way to provide information that is easily absorbed by the child so that the child also had a role in preventing dental caries. Therefore, the purpose of this scheme is to discover how to provide information that is easily absorbed by children is through the design of game characters that are tailored to the age of the target. In this scheme is done in various ways to collect data by observation, interview, and literature study to obtain an appropriate visual style and character of what will be created. Character design method used is to use the theory of deformation to produce the impression of a funny line with the target age of 9-11 years. And in the end the design of the characters on this caries produces three types of characters based on the analysis of data, which is the main character of a doctor, the enemy character is bacteria, and NPC characters a primary school child.*

***Keywords: Dental Caries, Character Design, Character Deformation, Causes caries.***