

Abstract

Dorun (Indonesia Run) is a virtual reality game based desktops are created to provide knowledge to the user about some of the events leading up to the independence of Indonesia. Game Dorun served by conventional techniques, the games are created not only to provide entertainment but also lessons to the user.

This game consists of 3 arena, where each arena will be preceded by the appearance of the display comic story of the history of every event in the lift. In the arena 1: Rengasdengklok events, arena 2: events formulation of the proclamation, and the arena 3: events seconds before the proclamation of Indonesian independence. In each arena will take on different missions, such as the arena 1: taking stakes symbolized as a young man, arena 2: take the text of the proclamation, and the arena 3: take the flag. For each end of the arena and players will get the achievement.

Target users Dorun game (Indonesia Run) is the age of 9 years and above include, children, adolescents and adults. With the existence of this game, the user is expected to know the events leading up to independence Indonesia and also can recognize virtual reality technology.

Keywords : Dorun, *game*, virtual reality, stage, Indonesian independence