

## DAFTAR ISI

HALAMAN PENGESAHAN	
HALAMAN PERNYATAAN	
MOTTO DAN PERSEMBAHAN	
KATA PENGANTAR .....	<b>Error! Bookmark not defined.</b>
ABSTRAK .....	<b>Error! Bookmark not defined.</b>
<i>ABSTRACT</i> .....	<b>Error! Bookmark not defined.</b>
DAFTAR ISI .....	v
DAFTAR TABEL .....	<b>Error! Bookmark not defined.</b>
DAFTAR GAMBAR .....	<b>Error! Bookmark not defined.</b>
DAFTAR BAGAN .....	<b>Error! Bookmark not defined.</b>
BAB I PENDAHULUAN .....	<b>Error! Bookmark not defined.</b>
1.1 Latar Belakang .....	<b>Error! Bookmark not defined.</b>
1.2 Permasalahan .....	<b>Error! Bookmark not defined.</b>
1.2.1 Identifikasi Masalah .....	<b>Error! Bookmark not defined.</b>
1.2.2 Pembatasan Masalah .....	<b>Error! Bookmark not defined.</b>
1.2.3 Perumusan Masalah .....	<b>Error! Bookmark not defined.</b>
1.3 Ruang Lingkup .....	<b>Error! Bookmark not defined.</b>
1.4 Tujuan Perancangan .....	<b>Error! Bookmark not defined.</b>
1.5 Manfaat Perancangan .....	<b>Error! Bookmark not defined.</b>
1.6 Metode Pengumpulan Data .....	<b>Error! Bookmark not defined.</b>
1.7 Kerangka Perancangan .....	<b>Error! Bookmark not defined.</b>
1.8 Pembabakan .....	<b>Error! Bookmark not defined.</b>
BAB II DASAR PEMIKIRAN .....	<b>Error! Bookmark not defined.</b>
2.1 <i>Game</i> .....	<b>Error! Bookmark not defined.</b>
2.1.1. Pengertian <i>Game</i> .....	<b>Error! Bookmark not defined.</b>

2.1.2. <i>Game Genre</i> .....	<b>Error! Bookmark not defined.</b>
2.1.3. Karakteristik <i>Game</i> .....	<b>Error! Bookmark not defined.</b>
2.1.4. <i>Game Design</i> .....	<b>Error! Bookmark not defined.</b>
2.1.5. <i>Side Scrolling</i> .....	<b>Error! Bookmark not defined.</b>
2.2. <i>Game Adventure</i> .....	<b>Error! Bookmark not defined.</b>
2.3. Struktur <i>Game</i> .....	<b>Error! Bookmark not defined.</b>
2.3.1. <i>Gameplay</i> .....	<b>Error! Bookmark not defined.</b>
2.3.2. <i>Game Mechanic</i> .....	<b>Error! Bookmark not defined.</b>
2.4. <i>Level Design</i> .....	<b>Error! Bookmark not defined.</b>
2.4.1. <i>Fun</i> .....	<b>Error! Bookmark not defined.</b>
2.4.2. <i>Building The Level</i> .....	<b>Error! Bookmark not defined.</b>
2.4.3. <i>Structure and Progression</i> .....	<b>Error! Bookmark not defined.</b>
2.4.4. <i>Flow Control</i> .....	<b>Error! Bookmark not defined.</b>
2.4.5. <i>Degree of Difficulty</i> .....	<b>Error! Bookmark not defined.</b>
2.4.6. <i>Bloodlocking</i> .....	<b>Error! Bookmark not defined.</b>
2.4.7. <i>Beat Chart</i> .....	<b>Error! Bookmark not defined.</b>
2.5. Pentingnya Permainan Bagi Perkembangan Anak	<b>Error! Bookmark not defined.</b>

**BAB III DATA DAN ANALISIS.....Error! Bookmark not defined.**

3.1. Data Objek Penelitian .....	<b>Error! Bookmark not defined.</b>
3.1.1. Burung Kakatua Jambul Kuning .....	<b>Error! Bookmark not defined.</b>
3.2. Data Khayalak Sasaran .....	<b>Error! Bookmark not defined.</b>
3.2.1. Demografis .....	<b>Error! Bookmark not defined.</b>
3.2.2. Psikografis .....	<b>Error! Bookmark not defined.</b>
3.2.3. Geografis .....	<b>Error! Bookmark not defined.</b>
3.2.4. Perilaku Konsumen .....	<b>Error! Bookmark not defined.</b>
3.3. Data Proyek Sejenis .....	<b>Error! Bookmark not defined.</b>
3.3.1. Limbo .....	<b>Error! Bookmark not defined.</b>
3.3.2. <i>Never Alone</i> .....	<b>Error! Bookmark not defined.</b>
3.3.3. <i>Ori and the Blind Forest</i> .....	<b>Error! Bookmark not defined.</b>

- 3.4. Hasil Wawancara .....**Error! Bookmark not defined.**
- 3.4.1. Pak Dede – Pengelola Satwa Kebun Binatang Bandung ..... **Error! Bookmark not defined.**
- 3.4.2. Jeffin Andria Prabowo – *Art Director Tinker Games* Bandung **Error! Bookmark not defined.**
- 3.5. Analisis.....**Error! Bookmark not defined.**
- 3.5.1. Deskripsi .....**Error! Bookmark not defined.**
- 3.5.2. Klasifikasi .....**Error! Bookmark not defined.**
- 3.5.3. Analisis Proyek Sejenis.....**Error! Bookmark not defined.**

**BAB IV KONSEP DAN HASIL PERANCANGAN****Error! Bookmark not defined.**

- 4.1. Konsep Pesan .....**Error! Bookmark not defined.**
- 4.2. Konsep Kreatif .....**Error! Bookmark not defined.**
- 4.3. Konsep Media .....**Error! Bookmark not defined.**
- 4.4. Hasil Perancangan.....**Error! Bookmark not defined.**
- 4.4.1. Game Flowchart .....**Error! Bookmark not defined.**
- 4.4.2. *Game Design Document* .....**Error! Bookmark not defined.**
- 4.4.3. *Level Design*.....**Error! Bookmark not defined.**
- 4.4.4. *Wireframe*.....**Error! Bookmark not defined.**
- 4.4.5. *World Map* .....**Error! Bookmark not defined.**
- 4.4.6. *User Interface*.....**Error! Bookmark not defined.**
- 4.4.7. Prolog Sinematik.....**Error! Bookmark not defined.**
- 4.4.8. *Cut Scene*.....**Error! Bookmark not defined.**
- 4.4.9. Epilog *Cockatoo Savior* .....**Error! Bookmark not defined.**
- 4.4.10. Informasi Burung Kakatua Jambul Kuning Pada *Level*..... **Error! Bookmark not defined.**
- 4.4.11. Penerapan Teori Kognitif ke dalam *Level* **Error! Bookmark not defined.**

**BAB V KESIMPULAN DAN SARAN**.....**Error! Bookmark not defined.**

- 5.1. Kesimpulan .....**Error! Bookmark not defined.**
- 5.2. Saran.....**Error! Bookmark not defined.**

DAFTAR PUSTAKA .....**Error! Bookmark not defined.**

LAMPIRAN.....**Error! Bookmark not defined.**