

## **ABSTRACT**

Sarumpaet, Raynard Jeremia. DESIGNING A GAME DESIGN AS MEDIA INFORMATION ABOUT DEPRESSION ON TEENAGE. Visual Communication Design Studies Program. Faculty of Creative Industries. Telkom University.

Writing from the design of this game design role as a supporter of game design entitled "Lost The Wandering Souls" is laying Behind the phenomenon of depression that occurs in teenagers. Based on globalization, the development of media and culture, it is feared if the phenomenon of depression is still less regarded and underestimated by the surrounding community will impact the danger from depression. Because it is known that the emergence is always a case of depression every year which attack the community, including among teenagers who have age around 17-22 years old who became the main target audience for writers. The purpose of this design is to design a game design that becomes a guide for designing a video game through game design. Expected to deliver information about depression, as well as providing solutions to the deep audience handling depression through game media, either by conveying via story, and mechanical games in which the audience plays and plays a role depression, and also how to cope with depression in adolescents through the media game to teenagers so that their insights use collection methods data, analysis, and designed and visualized using multiple theoretical approach.

Keywords: Depression, teenagers, game design, video game, community, globalization