

ABSTRACT

ASSET PLANNING CHARACTER IN THE GAME "APOSTLE" AS A LEARNING MEDIUM FOR THE EXAMPLE OF JESUS CHRIST FOR CHILDREN AGED 6-8 YEARS

This Mobile game titled "Apostle" is a learning tool in knowing or knowing the prophecy that Jesus did. In the design of character assets on this Apostle mobile game, the designer sees the phenomenon that occurs at this time how the child prefers the mobile game compared to reading a book. Then the designer sees how the child can play gadgets with a genre of spiritual education that is not boring but with characters that are easy to understand by children. Jesus was present as an example to his followers, Christians have acknowledged that Jesus is the Lord and Saviour and with all His deeds and Words. The character assets of Apostle Games aims to attract children in playing the game.

Keywords: Mobile games, Jesus example, character assets, learning, playing.