

ABSTRACT

Garuda is a Hinduism mythological creature that is used as the symbol of the Indonesian state and Pancasila which has been used for decades and the Garuda symbol has become a unifying pillar of the Indonesian state so far. But there are still many people who do not know the background story why Garuda is used as a symbol of Pancasila or as a symbol of the state of Indonesia. There is a reason why Garuda is used as a symbol of the State of Indonesia, namely because of the mythological story of Garuda who saved his mother from slavery, and from that story has the same fate experienced by the Indonesian people who tried to free their people from colonialism. The purpose of this study is to provide knowledge about the reasons why Garuda is used as the Symbol of Pancasila and the National Emblem of Indonesia by using Media Game with Side-scrolling, Fiction, and Adventure genres. The author as a concept artist, searches for data by means of observation, interviews and also doing comparisons of similar works. The result of the design that the author did is a concept and character design for a game that tells the story about Garuda that has been adapted.

Keywords: Adventure, Concept artist, Character Concept, Character Design, Fiction, Garuda, Mythology.