

ABSTRACT

Usman and Harun are Indonesian National Heroes who have a high spirit of Nationalism. Today Nationalism is a very important thing, especially in difficult times like now, especially Generation Z where they are a generation that easily loses their sense of nationalism due to the influence of globalization and foreign cultures. There are several examples of problems regarding the fading of Nationalism, one example is a woman who burned the Indonesian flag because of love problems. Therefore, the designer made a Game Character Design which was adapted from Indonesian Heroes Usman and Harun. The choice of game media is because the game media is in great demand by the Indonesian people today and the game is an effective medium of conveying information. This design aims to introduce the value of nationalism through the Game Characters of Usman and Harun and to educate who are the Indonesian Heroes Usman and Harun. This design uses a qualitative method as a research method, with an observation method on research objects and similar works, a questionnaire method distributed online to obtain data on the target audience, as well as a literature study to support the design with supporting theories. By designing Game Characters for National Heroes Usman and Harun, it is hoped that they can uphold the sense of nationalism of the Indonesian people, especially Generation Z. The design will use 2D media with Semi Realist style and focus on adapting the characters of the national heroes Usman and Harun where the work will follow the results of data analysis and research that has been done. The final result of the design is in the form of a Model Sheet or an orthogonal display of game characters that have been adapted from Indonesian Heroes Usman and Harun.

Keywords: Character Design, Generation Z, Nationalism, Usman and Harun