ABSTRACT

The development of digital technology presents various types of virtual games that have now become part of almost every walk of life. Games are entertainment tools that aim for entertainment, education, or as a job. In recent years games have experienced rapid development, especially from mobile platforms and personal computers (PC) in terms of graphics and visuals. Especially during the COVID-19 pandemic, many countries encourage their citizens to stay at home in carrying out all their activities and games are one of the options for people to entertain themselves.

Of the many games that have emerged, there is one genre that has received quite a lot of attention, namely the first person shoot (FPS) genre Since the emergence of one of the FPS games, namely Counter Strike: Global Online Offensive or often called CS:GO on August 12, 2012, it has given rise to several games with game systems almost similar to Overwatch (2016) and most recently Valorant (2022).). What makes it interesting is the appearance of the characters and the addition of features such as special skills that exist in each character so that they look not monotonous like their predecessors. Using descriptive qualitative methods and theories of aesthetic values in the fine arts, this research will examine aesthetic values using an art criticism approach in the character design of each character in the Valorant game.

Keywords *: FPS, Characters, Art Criticism, Games, Design*