

ABSTRACT

A forest is an area of land filled and dominated by trees. Many definitions of forests are used in the world, forestry can be distinguished by things such as tree density, tree height, land use, legal position and ecological functions, one of which is a protected forest which functions as a protection of life support systems to regulate water systems, maintain soil fertility, and stop flooding. However, awareness of the preservation and care for the protected forest environment is still minimal for the community, especially in the TAHURA (Taman Hutan Raya) protected forest in Bandung, West Java. Video Game is a popular media that can attract generations and communities. Video games are also one of the most effective and useful learning media for children and adolescents. Therefore, a video game will be designed that can sensitize the public through stories that will be input into the gameplay to provide learning about awareness of the protected forest crisis by designing games and game design documents about farming and protecting the protected forest environment as a game designer. The target market of this video game is early adolescents (13-18) who can already be sensitive to problems and interests in the surrounding environment. This type of research is designed using a qualitative method by conducting a literature study on protected forests, which is then connected by conducting observations in the TAHURA protected forest directly, and ending with interviews with the West Java Forestry Service. The result of this design will be a Pixel Video Game with the theme of farming and protecting the protected forest environment.

Keywords: Botanical Forest Park, Flora, Fauna, Video Game, Game Design.