

ABSTRACT

The Lumajang Regency is situated between three active mountains, namely Mount Semeru, Lamongan, and Bromo. Mount Semeru is considered one of the most active volcanoes in Indonesia and the tallest mountain on the island of Java, making disaster mitigation crucial. However, public awareness of mitigation measures remains low, necessitating initial awareness-raising efforts among school-age children to trigger an increase in mitigation awareness within the community. Adolescents aged 15-19 years are the target audience of this study. An alternative medium used is a game titled "Mimeru". This game aims to enhance teenagers' awareness of the importance of mitigation in facing the risks posed by volcanic disasters. Such disasters can lead to Environmental damage, infrastructure destruction, displacement of residents, and loss of life. The game's concept is rooted in fantasy and revolves around the struggle of Rama and the community in the Lumajang Regency as they confront the impending dangers brought about by volcanic disasters, coupled with the emergence of monsters within. This design requires a precise visualization of the concept, positioning the designer as a concept artist responsible for character design, Environment creation, and property design within the game "Mimeru". Qualitative research methods like literature study, interviews, and observation are employed to collect and analyze data, ensuring the resulting design aligns with the gathered information. The visual design outcomes from the concept art can serve as a reference for the subsequent stages of designing the "Mimeru" game.

Keywords: Disaster Mitigation, Lumajang Volcano, Concept art, Fantasy, Game, Adolescents.