

ABSTRACT

Protected forest is a forest area preserved by the government due to the crucial water resources it generates for the community. One of the forests referred to is Taman hutan Raya Ir. H. Djuanda Bandung, commonly known as TAHURA. It is home to numerous protected flora and fauna, such as the Kigelia tree, also known as the sausage tree, and the Ugandan Mahogany tree, which serves as a windbreak. This place is not only a protected forest but also a natural tourist destination. Upon exploration, there are famous tourist spots known for their historical significance, such as the Goa Jepang and Goa Belanda. With the abundance of unique features in this area, it is certain that they are needed in the background and environment creation process. However, in the creation process, theories and principles need to be considered to preserve the biodiversity in Taman Hutan Raya Ir. H. Djuanda Bandung. Therefore, qualitative data collection is necessary to obtain accurate data that meets the design needs, so that the designed background and environment can be used as visual assets in video games. It also aims to raise awareness among the public about the importance of environmental conservation in Taman Hutan Raya Ir. H. Djuanda Bandung through the medium of video games.

Keywords: Taman Hutan Raya, Flora, video games, Background, Environment.