

ABSTRACT

First Person Shooter is a subgenre of videogames in which the player's screen display is an actual view of the creature they are playing as in video games involving shooting of any kind, whether by shooting guns, spaceships, or alien spit. Usually, this genre is aimed at beating the other team.

The most popular military-themed game in 2022 is dominated by the First-Person Shooter (FPS) genre which emphasizes modern weapons in the form of NATO guns and weapons. Weapons other than well-known countries with an established armed industry are described as weapons and weapons of criminals. The selection of various types of weapons is what is interesting to use in war games.

For this reason, in preparing this thesis, the writer raised the theme of war games by using qualitative research methods, because this method is the best method for the scope of workmanship and design. By knowing the references to war games that are most in demand, and the types of weaponry used, the authors created an Artbook containing army characters, war locations with several types of defense equipment (main weapons system tools) produced in Indonesia.

By studying the concept of war games in the first-person shooter genre with the selection of army characters and types of weapons, the authors hope that Indonesia's defense equipment can be better known among the younger generation through Artbook media, in the future this war game concept can be developed for making video games.

Keywords: Indonesian Alutista, Artbook, Young Adults.