

ABSTRACT

During the Covid-19 pandemic yesterday, to prevent the spread of Covid-19, the government recommended several campuses to carry out online lecture processes, one of which was the Telkom University campus so that students could not carry out lectures on campus. The impact of online lectures is experienced by new students who have never held lectures on campus. Campus introduction for new students is held online, so new students cannot see the condition of their own campus. For this reason, interactive media is needed for students and prospective students to get to know and see the facilities of the Faculty of Informatics. Under these circumstances the author and co-author groups have a solution with this final project, which is to create an interactive media introduction to the campus environment of the Faculty of Informatics Telkom University using the 3D Minecraft game. The co-author has a part in making the Informatics Faculty building for virtual tours, but there are no other interactions such as minigames. For this reason, the authors designed minigames in the form of Minigame Red Light Green Light and Glass Bridge using Minecraft which can be accessed via the Tel-U Craft server. The design of this minigame aims to keep visitors from getting bored and to feel entertained while touring the Faculty of Informatics because it has quite a number of buildings.

Keywords: Minecraft, Minigame, Red light green light, Glass bridge, Squid game.