

ABSTRACT

Syariaty, Abdillah (2023) Designing Environment Art in Video Game Themed on Protected Forest Conservation Activity Inside of Ecotourism in Gunung Puntang. Final Project, Visual Communication Design Study Program, Faculty of Creative Industries. Telkom University, Bandung.

The Mystery of Gunung Puntang is a video game that tells about a crisis that hit Mount Puntang due to environmental pollution by magical powers, this creative narrative is based on the damage caused by visitors and also managers in carrying out activities and recreation that are present at Gunung Puntang natural tourism, therefore by conducting observations done in Gunung Puntang, designers can collect beautiful and interesting visualizations that can increase visitor awareness to maintain nature around tourist attractions while visiting, this is to build a game that displays beautiful visuals from Gunung Puntang which a message can be inserted about nature conservation and protection of protected forests in tourist attractions. In addition, the methods used in data collection were bibliography searches, interviews, and comparisons of similar works. Based on the appropriate bibliography to support the design that can be used, namely the theory of Environment Art by Chris Solarski and Riccard Linde, the theory of Level Design by Kouichi Hayashida, the theory of 2D platformer Layout by Briar Lee Mitchell, the game world theory by Ernest Adam and Andrew Rollings, and also the theory of color visual elements by Ray Faulkner and Chris Solarski.

Keywords: Gunung Puntang, Nature Conservation, Video Games, Environment Art