

ABSTRACT

Mental health is one of the most important topics that needs to be discussed and has been increasing in the past three years, whether by numbers of cases or awareness of people around the world, including Indonesia. The increase of awareness regarding mental health phenomena as of late made mental health one of the more important topics to discuss. One of the most commonly found mental disorders is anxiety disorder. The main focus of this research is anxiety disorder. The research method that will be used is narrative research, to know more of the subject's history. The research will focus on the condition of the subject's anxiety and its correlation to how they dress in their daily life. The outcome of this research will be aimed towards teenagers within the age range of 20 to 24 years old, with the product of the research being concept art for a video game that has a mental health aspect, especially anxiety disorder, designed to raise awareness of symptoms that a patient may have.

Keywords: anxiety disorder, concept art, video game, awareness, mental health