

ABSTRACT

**UI UX DESIGN OF FOREST FIRE EDUCATIONAL GAME IN
WONOSOBO FOR YOUNG ADULTS**

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Climbing is one of the extreme sports in doing it. In climbing, it is necessary to learn first for a climber. Climbers are not only about the body that needs to be prepared, but also need anticipation and alertness if suddenly there is a natural disaster in the mountains. One of the natural disasters that often occurs is forest fires. Many climbers are in a forest fire situation and climbers do not have education in responding to the handling of forest fires. The cause of forest fires can also be from nature or from human actions. Therefore, the purpose of this study is to design educational media, namely educational games containing handling in forest fires and having a jobdesk in designing UI UX for forest fire educational games. The research method used is the mix method. Qualitative research to find data by 1) observation of one of the burning mountains; 2) interviews with BPBD Wonosobo, Disparbud Wonosobo, Basecamp Gunung Prau and Gunung Sumbing; 3) a literature study on forest fires and UI UX Games from several journals and quantitative research using the Game Experience Questionnaire to compare the quality of experience from reference games to be used in design. The results of the data study are the basis for designing UI UX games to achieve research goals. This research is for the design of a UI UX Game for forest fires education to climbers or the general public in anticipation of handling forest fires.

Keywords : *Educational Games, UI UX, Climbers*

