

Abstract

The research was motivated by educating the story of wayang kulit to teenagers aged 15-18 years old who are looking for their identity and revitalizing wayang kulit. Many things are done by teenagers to search and find their identity. Starting from exploring and doing things that they find interesting and like. However, if not guided, there can be missteps or fall into negative things. Therefore, there is a need for educational media about identity for teenagers to help teenagers know what they should do in order to find their identity. Wayang kulit is one of the cultures in Indonesia that is currently lacking in enthusiasm. In shadow puppets, there are many plays or stories that can get lessons. For example, the story of Dewa Ruci. Dewa Ruci tells the story of a Pandawa knight named Bima who is looking for the water of life. The water of life is the key to how Bima better understands his true self. The story can help in channeling what true identity means and how to achieve its values. One of the media for learning is play. Play is not only entertainment, but also a medium through which education is channeled. From these problems, it is necessary to design media that can help learning with game media. Here the author has a role as a character designer who is in charge of creating a character design design for the game to be made. The method used to obtain data is observation, literature study, and interviews. Then, the data is analyzed qualitatively to get descriptive results. The data obtained becomes a reference in making visual character designs that fulfill the values of the Dewa Ruci story.

Keywords: Character design, Dewa Ruci, *Game*, Identity ,Wayang Kulit.