

ABSTRACT

The lack of entertainment media that presents historical events after Indonesian Independence makes a phenomenon that needs to be discussed, one of these events is the Liberation of West Irian or known as Operation Trikora. This historical event can be elevated into a video game media for modern history learning but the design requires visualisation with historical sources. Visual design is made with qualitative methods and sources are collected using literature study, documentation study, indirect observation, and ethnic works to design the big idea of concept art with the theme of Trikora Paratroopers. The big idea that includes characters, weapons, vehicles, and environmental scenarios can become a game visualisation with the theme of Operation Trikora with the target of teenagers who are in the development of science and like to play video games.

Keywords: History, Concept Art, Video Game, History