

ABSTRACT

CHARACTER DESIGN FOR AN EDUCATIVE GAME ABOUT HANDLING AND PREVENTING FOREST FIRE IN WONOSOBO FOR YOUNG ADULTS

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Forest fires are a common natural disaster in Indonesia, including in Wonosobo. One of the causes of these fires is human activity, such as deliberate land clearing, discarding cigarette butts, and activities that create fire, performed either by local residents or hikers. Therefore, this research aims to design an educational media, specifically an educational game focused on forest fire management and mitigation steps, and involves the role of a Character Designer in the creation of the forest fire educational game. The research method includes data collection through observations in the target areas, interviews with relevant parties, and literature studies on forest fires and Character Design from various books and journals. Thus, this research is intended to design Character Design to approach hikers and the general public by creating a more engaging gameplay experience that evokes deeper emotions during the game.

Keywords : Educational Game, Forest Fire, Character Design.