

Abstract: Character design in games serves not only as a visual element but also as a means of conveying narrative and culture to players. In narrative games, character design plays a crucial role in creating an immersive gaming experience, especially when the character represents specific cultural values. This research focuses on character design that adapts cultural elements from Cirebon artifacts, with the goal of creating characters that are not only visually appealing but also possess deep meaning and relevance to the game world.

This research explores various typical Cirebon artifacts, such as Cirebon masks. Literature review and visual analysis were conducted to understand the key characteristics of these artifacts and how these elements can be adapted into game character designs. Furthermore, an analysis of various existing adventure games was conducted to understand how culture can be effectively integrated into character design without disrupting the balance between traditional and modern elements.

The methods used in this research included visual observation, interviews with mask makers, and experiments in sketching and digital rendering of characters. The design process was carried out iteratively, considering aesthetic aspects, functionality in the game, and acceptance by the target audience. The result of this research is a character design that harmoniously represents the elements of Cirebon masks within the game world without making them feel disconnected from the context of the main story.

This research is expected to contribute to the development of local games that highlight regional culture in a more innovative and engaging way for players, both nationally and internationally. Furthermore, this research can serve as a reference for game designers adapting local culture into interactive media with a more creative approach that extends beyond traditional forms of representation.

Keywords: Cirebon Mask, Character Design, Video Game, Cultural Adaptation