

## **ABSTRACT**

### ***DESIGNING A GAME DESIGN DOCUMENT "SMOKEBUSTER" AS A PREVENTIVE EDUCATIONAL MEDIA FOR THE USE OF E- CIGARETTES FOR ADOLESCENTS***

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*E-cigarettes are a relatively new invention that was introduced as a “healthier” alternative to conventional cigarettes. However, with the widespread use of e-cigarettes in all walks of life, their original function as a therapeutic tool is quickly being replaced. The popularity of e-cigarettes among early adolescents is a cause for concern, as they are still growing and are vulnerable to addictive substances such as nicotine contained in e-cigarettes. Factors that support the popularity of e-cigarettes for early adolescents come from many things, but the surrounding environment is the one factor that is considered to have the greatest role in contributing to the percentage of prevalence of e-cigarette use for early adolescents. Through qualitative and quantitative research, an educational approach was designed to respond to this phenomenon, a Game Design Document designed based on data, theory of planned behavior, and Anderson and Krathwohl's taxonomy in an effort in preventive education carried out with the medium of video games. The results of the design are expected to help reduce the prevalence of e-cigarette use among early adolescents in Bandung Regency.*

**Keyword:** *Adolescence, E-Cigarettes, Educational Media, Health, Video Game*