

ABSTRACT

GAME CHARACTER DESIGN AS A MEDIUM FOR EDUCATION OBSESSIVE-COMPULSIVE DISORDER (OCD)

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Obsessive Compulsive Disorder (OCD) is a type of mental disorder that can affect anyone, regardless of age, gender, or social background. However, the lack of public understanding about OCD often leads to low awareness regarding its symptoms and the serious impacts it can have on both individuals and their surrounding environments. Therefore, an informative yet engaging medium is needed to effectively convey knowledge about OCD to the general public. This study aims to design a game character as an alternative medium for raising awareness and educating people about OCD. The research employs a descriptive qualitative method, with data collection techniques including interviews, observations, surveys, and literature studies. The collected data is then analyzed until it reaches a saturation point to ensure the validity of the findings. The results of this study indicate that game characters can be effectively designed to reach the intended target audience and serve as an educational tool to introduce and enhance public awareness of OCD.

Keywords: *Education, Game, Game Characters, OCD*