

ABSTRACT

The development of digital media has led to the rise of cyberbullying. This is compounded by a lack of public awareness of cyberbullying cases, allowing this behavior to develop and become considered normal by society. Although the government has provided various solutions, public awareness still needs to be improved, especially among teenagers. Designing games about cyberbullying education can help raise teenagers' awareness of cyberbullying practices. This is supported by the large number of teenagers who play games in Indonesia and the growing popularity of educational-themed games. This game design research uses a qualitative research method with thematic analysis to identify specific patterns from the research subject. The game is based on data from previous cyberbullying cases and insights from experts on cyberbullying among teenagers. The patterns formed from these real-life cases serve as the foundation for developing this cyberbullying-themed educational game. This medium not only provides education about cyberbullying behavior but also fosters empathy as an initial step in preventing cyberbullying.

Keywords: Cyberbullying, Education, Games, Teenagers, Empathy, Game Design Document (GDD)