

ABSTRACT

DESIGNING *ENVIRONMENT* ART IN THE *VIDEO GAME* “LASTING WOUNDS” AS AN EFFORTS TO MITIGATE THE IMPACT OF PHYSICAL VIOLENCE ON CHILDREN

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The issue of child abuse is a serious social problem that often occurs in close *Environments* such as the home and family. This research aims to design *Environment* art in the form of a *game* level that represents the psychological condition of abused children, using visual and symbolic approaches to convey emotional narratives. The methods used include field observations in the Antapani District, interviews with an *Environment* artist and a child psychologist, and analysis of similar works such as *Little Nightmares*, *DARQ*, and *The Cat Lady*. The results from the data collection and analysis show that visual elements such as confined spaces, dark colors, low lighting, and symbolic objects effectively build an atmosphere that reflects psychological pressure and trauma. The conclusion of this design project suggests that *Environment* art can serve as an effective medium to represent and communicate the issue of child abuse visually and emotionally, without relying on explicit textual narratives.

Keywords: Child Abuse, *Environment* Art, *Game*, Multimedia, Psychological Trauma