

ABSTRAK

Erico Febriansyah, 2023, Perancangan Game Visual Novel Sebagai Media Edukasi Tentang Narkoba, Tugas Akhir, Program Studi Desain Komunikasi Visual (DKV), STIKI – MALANG, Pembimbing : Saiful Yahya, S.Sn, M.T

Kata kunci: Edukasi Narkoba, Game Digital, Visual Novel, Metode GDLC

Edukasi tentang narkoba bagi masyarakat sangat penting. Dalam edukasi terkait narkoba ini dilakukan pada beberapa remaja sekolah menengah pertama sampai menengah keatas di Kecamatan Banyuwangi. Para remaja tersebut membutuhkan edukasi tentang narkoba serta media penunjang dalam edukasi tentang narkoba dan kehadiran pendamping agar mempermudah para remaja sekolah dalam memahami game digital yang dibuat. Metode Kualitatif digunakan dalam pengumpulan data melalui wawancara dan metode kuantitatif digunakan dalam hasil pengujian kuisioner. Metode Perancangan game digital Visual Novel Menggunakan Metode GDLC yang meliputi intiation, pre-production, production, testing, beta testing, dan release. Hasil perancangan merupakan game dengan media utama game digital. Hasil dari pengujian game ini memeperoleh tanggapan baik dimana audiens menyatakan game digital visual novel dapat menjadi media edukasi tentang narkoba. Hasil dari perancangan sampai pengujian tersebut sudah sesuai dengan tujuan awal dari perancangan game visual novel ini, yaitu sebagai media edukasi tentang narkoba

ABSTRACT

Erico Febriansyah,, 2023, Visual Novel Game Design as an Educational Medium for Substance Abuse Prevention, Final Project, Visual Communication Design, STIKI – MALANG, Advisor: Saiful Yahya, S.Sn, M.T.

Kata kunci: Substance Abuse Education, Digital Game, Visual Novel, GDLC Method.

Substance Abuse Education holds paramount importance in society, this educational intervention targets adolescents from junior to senior high school levels in the Banyuwangi district. The adolescents necessitate comprehensive substance abuse education delivered through an effective media platform, accompanied by facilitators to enhance their comprehension of the developed digital game. The research methodology involves qualitative data collection via interviews and quantitative data collection through questionnaire testing. The game development process follows the Visual Novel design method, incorporating the GDLC approach, encompassing initiation, pre-production, production, testing, beta testing, and release stages. The ultimate output of this research is a digital game, serving as primary medium for substance abuse education. The results of the game testing have received positive feedback, with the audience expressing that the Visual Novel digital game can effectively serve as an educational medium for drug abuse prevention. The results from the design process up to the testing phase have aligned with the initial objective of this Visual Novel game design, which is to serve as an educational medium for drug abuse prevention.