

ABSTRACT

HIDDEN OBJECT GAME DESIGN AS AN INTRODUCTION MEDIA FOR NALADIPA MUSEUM

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Naladipa Museum has of historical tools collections which are used in the past such as kendi, tampah, siwur and many other things. Those tools are hard to be found today. Naladipa Museum still uses the village website as promotion media, the website shows picture of the collection and its description. The museum also promotes itself by organizing a cultural event. Those promotion methods are ineffective for introducing Naladipa Museum to the society. The solution which is offered in this research is using game to introduce the museum as a historical tourist destination and also as a promotion media, the research is designing Naladipa Museum hidden object game. In the game, the player is forced to find the items which have disappeared from the museum collections in a limited time. The level of difficulty will increase in every stage. In the making of the Naladipa Museum game, the GDLC Method (Game Development Life Cycle) from Rido Ramadan which contain initiaion, pre-production, production, testing, beta and realease phases are implemented. The final test of the application shows that the game enables the society to lern about the museum, knows the process of how the collection items is obtained and also the information about the collection.

Keywords: *Game, Museum Naladipa, Hidden object, Banyumas*