

ABSTRACT

MOBILE GAME DESIGN “ADVANTURE OF PANDAWARA” AS AN EDUCATIONAL MEDIUM PROTECTING AQUATIC ENVIRONMENTAL FOR AGES 11-15 YEARS

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Water pollution in Indonesia remains a major challenge that affects the environment, public health, and daily life. The lack of awareness, especially among children and teenagers, is one of the contributing factors that worsens this condition. This design project aims to create an educational game titled “Petualangan Pandawara” (Pandawara’s Adventure) for children aged 11–15, in order to foster awareness and active participation among the younger generation in preserving aquatic environments in Indonesia. The game features characters inspired by the real-life environmental activist group, Pandawara, known for their efforts in cleaning polluted waterways. This project uses a descriptive qualitative method, with data collected through literature studies and interviews. The design results show that the game is effective in increasing users’ understanding, empathy, and motivation to contribute to water cleanliness. This project is expected to encourage real-world actions and demonstrate that educational games can serve as an effective medium for raising environmental awareness and promoting responsible behavior.

Keywords: Educational Game, Aquatic Environment, Environmental Awareness.

References :

Publication Years :