

ABSTRACT

OVERSWEET" VISUAL NOVEL GAME DESIGN ABOUT SWEET DRINK ADDICTION IN TEENS

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In Indonesia, sugary drinks that have a high sugar content and are highly favored by teenagers are on the rise. Excess sugar consumption can lead to diabetes. Diabetes is known to affect older people more often. It is important to know that diabetes can also affect people of a younger age, including teenagers and adolescents. The purpose of this writing is to discuss the design of visual novel games that can provide education about the importance of maintaining blood sugar to teenagers. This writing uses a mixed method and design thinking is used as a theoretical basis. Data is collected through observation, literature study, and interviews. the expected result of this design is that teenagers understand the dangers of excessive sweet after playing the game.

Keywords: Sugary drinks, Sugar, Diabetes, UI/UX, Game, Visual Novel