

ABSTRACT

Designing a Virtual Reality-Based Game Concept "SANKRIS" as an Introduction Media for Keris Nusantara

Luh Aninda Ratna Dewi.¹⁾, Desi Dwi Kristanto S. Ds., M. Ds.²⁾.

¹⁾ Student of Visual Communication Design Department, Universitas Pembangunan Jaya

²⁾ Lecturer of Visual Communication Design Department, Universitas Pembangunan Jaya

Keris is a stabbing weapon that has existed since ancient times and has changed its function. The keris has been recognized by UNESCO as one of the world's intangible cultural heritages of the Indonesian Nation (World Heritage of Humanity) in November 2005. Even though it has been recognized by UNESCO, the popularity of the keris among young people is still very minimal because its existence has begun to erode due to the effects of modernization. Therefore, based on the problems that exist in society, the design of a virtual reality interaction game concept for introducing keris to young people is proposed as a solution to overcome the problem. The proposed final product to be made is a virtual reality-based game concept entitled "SANKRIS" which incorporates the use of a keris into the Pencak Silat Keris choreography. This concept will be compiled in the form of an art book and a game demonstration video that contains visuals, game mechanics and 3D weapon art assets that can be used by developers. Design elements in the game will implement elements of Indonesian culture and will be targeted at male users with an age range of 20-25 years. The research method used is a mixture of qualitative and quantitative methods. The art assets and video demonstration of the game "SANKRIS" proposed as a solution are expected to be a direction for developers who want to develop virtual reality-based games as a medium for introducing traditional weapons among young people.

Keywords: Traditional Weapons, Keris, Virtual Reality Game

Libraries : 45

Publication Years : 2009 – 2023