

Abstract

Indonesia as a developing country become one of the country that affected by globalization. Globalization can give a positive impact and negative impact to Indonesia's citizen. Culture is one of the aspect that got the negative impact of the globalization. This is can be seen by many young people that prefer foreign culture. To make Indonesian culture interesting to young people, a game named K.A.T.E was created. K.A.T.E is android based a runner game with Indonesian independence. The purpose of this game is to introduce Indonesian clothes and weapon that can be obtained by achievement/bonus. This weapon and clothes will be equipped and have different effect with time limit. This game will also have encyclopedia that contain information of the cultures in this game.

Keywords: K.A.T.E, android, game, culture