

ABSTRAK

Fadli Nuryanto Agni. 2017. The design of novel visual games about the history of Vietnamese village on the island of Galang. Thesis. Visual Communications Design Studies Program. Faculty of Creative Industries. Telkom University.

The history happened to the civil war in vietnam made south vietnam had to lose the war. The citizens tried to get out from the country and save themselves. Indonesia helped them who successfully getting out by giving the refugees a space for living a while during the refuge. After the civil war ended then the shelter were unused and became a historical site. Nowadays the younger generations of Batam begins forgetting and unrecognizing the Kampung Vietnam's background history that is located in Pulau Galang. The method used in obtaining data was the qualitative method that including observation, literature study and interviews. The data obtained were analyzed to get important points in kampung vietnam's timeline history that can be introduced to the younger generation of Batam. Visual Novel Game is a media that will be used to introduce the history of kampung vietnam that is located in Pulau Galang to the younger generation of Batam.

Keywords: Game Visual Novel, History, Camp of Vietnam, Civil War