

Daftar Isi

| | |
|---|----------|
| BAB I | 1 |
| PENDAHULUAN..... | 1 |
| 1.1 Latar Belakang..... | 1 |
| 1.2 Permasalahan..... | 3 |
| 1.2.1 Identifikasi Masalah..... | 3 |
| 1.2.2 Batasan Masalah..... | 4 |
| 1.2.3 Rumusan Masalah..... | 4 |
| 1.3 Ruang Lingkup..... | 4 |
| 1.4 Tujuan Perancangan..... | 5 |
| 1.5 Manfaat Perancangan..... | 5 |
| 1.5.1 Bagi Masyarakat..... | 5 |
| 1.5.2 Bagi Penulis..... | 6 |
| 1.6 Metode Perancangan..... | 6 |
| 1.6.1 Pengumpulan Data..... | 6 |
| 1.7 Sistematika Perancangan..... | 7 |
| 1.8 Pembabakan..... | 8 |
| BAB II..... | 9 |
| DASAR PEMIKIRAN..... | 9 |
| 2.1 Media..... | 9 |
| 2.2 Definis Game..... | 9 |
| 2.2.1 Visual Novel..... | 10 |
| 2.2.2 Perancangan..... | 10 |
| 2.2.2.1 Tahapan Dalam Perancangan Visual Novel..... | 11 |

| | | |
|---------|---|----|
| 2.2.3 | Desain Karakter..... | 12 |
| 2.2.3.1 | Pengembangan Visual Karakter..... | 12 |
| 2.2.3.2 | Teknik Dalam Pembuatan Karakter (Techniques)..... | 14 |
| 2.2.3.3 | Referensi (Reference)..... | 15 |
| 2.2.4 | Definis Karakter..... | 15 |
| 2.2.4.1 | Tipe Karakter Game (Types of Game Character)..... | 15 |
| 2.2.4.2 | Jenis – Jenis Karakter..... | 15 |
| 2.2.5 | Unsur – Unsur visual..... | 16 |
| 2.3 | Background..... | 18 |
| 2.3.1 | Background dalam Game..... | 19 |
| 2.4 | Graphic User Interface..... | 19 |
| 2.5 | Narasi..... | 20 |
| 2.5.1 | Narasi Ekspositoris..... | 21 |
| 2.5.2 | Narasi Sugestif..... | 21 |
| 2.6 | Tema Cerita..... | 21 |
| 2.6.1 | Alur (Plot)..... | 22 |
| 2.7 | Penokohan..... | 22 |
| 2.8 | Sudut Pandang..... | 23 |
| 2.9 | Sturktur Dinamika..... | 24 |
| 2.10 | Visual Storytelling..... | 25 |
| 2.11 | Sound..... | 28 |
| 2.11.1 | Sound Effect..... | 29 |
| 2.11.2 | Backsounds..... | 29 |
| 2.12 | Target Audience..... | 29 |
| 2.13 | Pengertian Psikologi..... | 30 |

| | | |
|--------------------------|--|-----------|
| 2.13.1 | Psikologi Perkembangan Remaja..... | 30 |
| 2.14 | Definisi Softwear..... | 32 |
| 2.14.1 | Jenis Softwear..... | 33 |
| 2.15 | Sejarah..... | 34 |
| BAB III | | 35 |
| DATA DAN ANALISIS | | 35 |
| 3.1 | Data Objek..... | 35 |
| 3.1.1 | Sejarah Kampung Vietnam..... | 35 |
| 3.2 | Identifikasi Sejarah Perang Vietnam..... | 43 |
| 3.2.1 | Video Dokumenter “Last Day in Vietnam”..... | 43 |
| 3.3 | Data Proyek Sejenis..... | 46 |
| 3.3.1 | Referensi Game Visual Novel Clannad..... | 49 |
| 3.3.2 | Referensi Game Visual Novel Sajaarah Banten..... | 50 |
| 3.4 | Data Observasi..... | 51 |
| 3.4.1 | Kampung Vietnam..... | 51 |
| 3.4.1.1 | Hasil Analisi Observasi..... | 57 |
| 3.4.2 | Analisi wajah..... | 58 |
| 3.4.2.1 | Hasil Analisi wajah..... | 63 |
| 3.5 | Data Pendukung..... | 64 |
| 3.5.1 | Demografis..... | 64 |
| 3.5.2 | Psikografis..... | 64 |
| 3.5.3 | Geografis..... | 64 |
| 3.5.4 | Perilaku Konsumen..... | 65 |
| 3.6 | Data Hasil wawancara..... | 65 |
| 3.6.1 | Said Adnan..... | 65 |

| | | |
|--|-----------------------------|-----------|
| 3.6.2 | Arifin Ilham..... | 65 |
| 3.6.3 | Tinker Game Bandung..... | 66 |
| 3.6.4 | Hasil Kuisisioner..... | 67 |
| BAB IV..... | | 75 |
| KONSEP DAN HASIL PERANCANGAN..... | | 75 |
| 4.1 | Konsep..... | 75 |
| 4.1.1 | Konsep Pesan..... | 75 |
| 4.2 | Konsep Kreatif..... | 75 |
| 4.2.1 | Pendekatan..... | 75 |
| 4.3 | Konsep Perancangan..... | 77 |
| 4.3.1 | Ide Dasar..... | 77 |
| 4.3.2 | Konsep Media..... | 77 |
| 4.3.3 | Ide Cerita..... | 78 |
| 4.3.4 | Alur Cerita..... | 79 |
| 4.4 | Konsep Visual..... | 81 |
| 4.4.1 | Pengayaan Ilustrasi..... | 81 |
| 4.4.2 | <i>User Interface</i> | 81 |
| 4.4.3 | Warna..... | 82 |
| 4.4.4 | Tipografi..... | 82 |
| 4.5 | Hasil Perancangan..... | 83 |
| 4.5.1 | Pra Produksi..... | 83 |
| 4.5.1.1 | Game Design Document..... | 83 |
| 4.5.2 | Produksi..... | 85 |
| 4.5.2.1 | Penokohan..... | 85 |
| 4.5.2.2 | Protagonis..... | 85 |

| | |
|-----------------------------------|------------|
| 4.5.2.3 Antagonis..... | 90 |
| 4.5.2.5 Cameo / Figuran..... | 98 |
| 4.5.3 <i>User Interface</i> | 102 |
| 4.5.4 Background..... | 105 |
| 4.5.5 Pasca Produksi..... | 113 |
| BAB V..... | 114 |
| 5.1 Kesimpulan..... | 114 |
| 5.2 Saran..... | 115 |
| DAFTAR PUSTAKA..... | 116 |
| LAMPIRAN..... | 119 |