

Abstract

This application is a Horror Game application to Promote Tourism and Culture in Various Region in Indonesia Based on Virtual Reality using Leap Motion Technology. This game has a main character, horror character, and stage that will provide relevant knowledge or relevant insight. in additional, in this game also inserted other objects like rocks, garbage, lights, flashlight as lighting, sound and moving object. in this game, users will play a role as a main character who visit the sights/stage and do the activity that not allowed, either intentionally or not. So users need to fix/clean up those banned activity, such as finding and collecting garbage that he waste carelessly.

Keywords : application, culture, horror, tourism, games, promotions.