

ABSTRACT

Scout extracurricular activities lack interest, scouts seem boring and less fun for children, especially among junior high school students, but scout is an important activity to develop children's skills, while they prefer to play games. To make a game the background aspect is one of the most important parts of a game because it will create an atmosphere (mood). Games without a suitable background will look unpleasant and monotonous. The aim of this research is to design a background to attract players' interest, especially among junior high school students. The benefits of designing the background in The Scout Adventures game for users of this game are that users can feel the atmosphere while playing like being in Garut Regency and educate them. The scope of this research is set in West Java, especially Garut Regency, and only as a background designer. The research method used is qualitative through observation, interviews, and literature study. The results of this study will be a sidescrolling-based background with realism art style because sides scrolling games and realism art style can attract junior high school students to play it.

Keywords: Scout, game, education, children, local feel