

ABSTRACT

The author chose the title "Creating Personal Image for Gamers", because the author is interested in presenting the figure of gamers with a digital image design work presented in the media of T-shirts, mugs, and key chains, which in the end the author formulated the title of the research. The author's purpose in writing this report is to show or present how the figure of a gamer is in a character, as well as to break the stereotype of society regarding the figure of gamers, where the gamer figure is only a male figure. The author uses a study research method. This study was carried out by looking at and searching for existing literature to obtain data related to the analysis of the writing of the final project. The conclusion of this study is to present gamers with a digital image design that is presented in the media of T-shirts, and key chains, to show how the gamer girl figure.