

ABSTRACT

Indonesia has many folklores that can be learned from its life stories. Unfortunately, with the advancement of the digitalization era, Indonesian people, especially teenagers, have begun to forget or even do not know the stories from their respective regions. An example of a folklore that is minimally known by teenagers is Nyi Mas Belimbing from West Java. The story has moral values, social values, and divine values. Now teenagers spend more time with digital media, one of which is video games.

Various kinds of video games have characters that are favored by players because of the uniqueness of their nature or visuals. According to Ernest Adams (2009), character design is the most important aspect to convey a story and evoke an emotional response in the game and its story. Visual novel games can channel stories accurately and their ability to communicate historical chronology and cultural facts is high (Josiah Lebowitz, Chris Klug, 2011).

The specific purpose of this design is to visualize the characters contained in the Nyi Mas Belimbing folklore aimed at late teenagers. Data collection methods using qualitative consisting of interviews, observations, questionnaires and literature studies with qualitative analysis results, resulting in good descriptive data. The results of the analysis will be used for the character design needs of the Nyi Mas Belimbing folklore. The hope of the author and designer of this final project design is to further introduce the folklore of Nyi Mas Belimbing because of the lack of teenagers living in West Java who know its existence. In addition, this final project is a preservation of folklore culture in terms of visuals, because there are very few visuals of folklore on the internet.

Keywords: Nyi Mas Belimbing, Folklore, Character Design, Adaptation, Game