

ABSTRACT

Cindaku is a mythological weretiger from Sumatra, Jambi, Kerinci and is seen as the protector of Kerinci's forest. It is important to preserve the cultural values of mythology such as Cindaku, especially when it talks about protecting the environment and the balance of nature. This study aims to find the cultural values found in the mythology of Cindaku and to create 3D game animations based on the values. These animations are then implemented into a game prototype. The medium of video games was chosen since it had been proven to be effective in education. The method for this study used literature study, interviews, and questionnaires for data collection. This study resulted in 3D game animations of a character based on Cindaku and its values, the animations were put in a game prototype that was playable on Android devices, mainly for mobile phones.

Keywords: Cindaku, Weretiger, Game Animation, Sumatra