

ABSTRACT

APPLICATION OF THE GAME DEVELOPMENT LIFE CYCLE (GDLC) METHOD IN THE PRODUCTION OF VIDEO GAMES INTRODUCTION TO TOURISM IN BANYUMAS ON ANDROID-BASED SMARTPHONES

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Banyumas is one of the regencies located in Central Java Province. The Banyumas Regency has great potential as a tourist destination for visitors. Technological advancements in the modern era are rapidly progressing, significantly influencing many aspects of human life and impacting various fields. Tourism is one of the sectors affected by technological development, as advancements in technology make it easier for the general public to access information about tourist attractions through social media, websites, books, and brochures. However, the information provided through these media is generally broad and lacks interactivity. Therefore, there is a need for an interactive medium to introduce tourism, sparking greater curiosity about the attractions being showcased. The development of a tourism game aims to clearly and interactively introduce the tourism attractions in Banyumas Regency. Game development requires a method to support the game creation process, where the applied method is the Game Development Life Cycle (GDLC). The development of a tourism introduction game also requires supporting applications, with Unity being utilized as the platform for game creation. The process of creating the tourism introduction game was successfully developed and tested, achieving a feasibility percentage of 87.5%.

Keywords : Tour, Game, GDLC, Unity.