

ABSTRACT

Globalization and the development of modern music is causing the decrease in traditional music popularity, especially among younger generations. So, a better effort is needed from both policy holders and creative industries as a whole to introduce Sundanese traditional instruments to younger generations, especially children, with a proper method. This research is being done to develop a proper interactive media like mobile game to introduce Sundanese traditional instruments to elementary school children, and hopefully will be able to raise the popularity of Sundanese traditional instruments amongst children. This research will use qualitative methods through problem identification, setting research objectives, data collection, and analysis.

Keywords: Mobile Game, Gamelan Sunda, Interactive Media, Tradisional Music, Kids Game