

ABSTRACT

Physical violence against children remains a serious issue frequently found in parenting practices across Indonesia. Many parents, especially those in the emerging adulthood stage, are still unaware of the impact of physically abusive parenting methods. To address this issue, video games are used as an alternative and interactive medium that resonates well with this age group. This study aims to describe the design process of a Game Design Document (GDD) for a game titled Lasting Wounds, which highlights the issue of physical abuse towards children. This is a qualitative study using data collection methods such as interviews with psychologists, literature review, and observation of similar games. The collected data was then analyzed and used as the foundation for designing the GDD. The research focuses on designing a narrative- and emotion-based game to deliver messages about the impact of physical violence on children. The final design is expected to serve as an interactive medium to raise awareness and help prevent child abuse in the future.

Keywords: Game Design, Physical Child Abuse, Emerging adulthood