

ABSTRACT

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History is a benchmark for the development of human civilization. Through historical values, humans can learn about past events, such as the origins of a nation, its culture, folklore, warfare, and scientific discoveries.. Ironically, the spirit of nationalism and love for the homeland among the young generation of Indonesia is fading and has reached a worrying stage in the era of globalization.. Culture presented interactively using technology is one possibility that has the potential to be effective, especially if the right and popular media are used in its implementation.. The research aims to increase historical knowledge for the younger generation by adapting folk tales as game interactive multimedia-based game. This game is designed and engineered using the Game Development Life Cycle (GDLC) which in this method has several stages such as initiation, pre-production, production, testing, beta, release. With these methods, it can help writers create a game from the beginning to the end. Results game The aim of this research is to increase historical knowledge for the younger generation by providing new experiences and interesting information.