“TIKTA KAVYA" VISUAL NOVEL GAME CHARACTER DESIGN WITH BISHONEN VISUAL CONCEPT

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ABSTRACT

The gaming industry continues to undergo development, particularly the gaming industry in the country. However in Indonesia, the function of the game yet to be optimized maximally as a medium of communication, especially in communicating history and culture Indonesia to young generation. This can be overcome by using the visual novel genre are assessed a maximum in running game functions as a medium of communication. However the visual novel genre is still new in Indonesia, because of that's the chosen theme is the Majapahit Kingdom as it is already known to many people.

History of majapahit kingdom ornamented by great figures such as Raden Wijaya, Gajah Mada, and Hayam Wuruk. Personality and characteristic of majapahit central figure has the potential to become fresh and new character if combined with current trends and taste, and not being stuck in stereotype comic silat. On the other hand visual novel has potential negative to make people feel tired at the moment to play it, so optimization on simulative feature for character element is need to be done. Simulative features can be developed further.

The final form of this design, besides designing a game in general, also changed the image of the character design which still viscous with classical comic visual style and less suited to today's teen market, making it easier to be favored and expected to grow curiosity for Indonesian history that they had not know.

Keyword: Character, Game Visual Novel, Majapahit, Romantic, Reimagine.