

PENGEMBANGAN GAME RPG 2D LEGENDA DESA TRUNYAN

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ABSTRAK

Cerita rakyat Legenda Desa Trunyan kurang dikenal oleh masyarakat Indonesia khususnya masyarakat Bali, ini terjadi karena masyarakat Bali hanya mengenal cerita rakyat yang terkenal saja. Jika dibiarkan maka cerita rakyat Legenda Desa Trunyan akan dilupakan dan meruntuhkan semua potensi ada padanya. Gim Trunyan dikembangkan sebagai solusi dari permasalahan tersebut. Penelitian ini bertujuan untuk melestarikan cerita rakyat Legenda Desa Trunyan menggunakan media gim yang melibatkan interaksi pemain di dalamnya dan mengenali respon masyarakat terhadap hasil pengembangan dari gim Trunyan. Game RPG 2D Legenda Desa Trunyan dikembangkan dengan metode Penelitian dan Pengembangan, dengan model *Game Development Life Cycle* yang terdiri atas *Initiation, pre-production, production, testing, beta, dan release*. Gim ini diharapkan dapat memperkenalkan cerita rakyat Legenda Desa Trunyan kepada masyarakat luas sehingga kelestariannya tetap terjaga. Terdapat 4 kali pengujian, yakni pengujian blackbox, pengujian ahli isi, pengujian ahli media, dan pengujian respon pengguna. Hasil pengujian blackbox menunjukkan semua mechanics yang dirumuskan berfungsi dengan baik, diikuti oleh pengujian ahli isi yang menunjukkan gim Trunyan memiliki tingkat validasi sangat tinggi dengan koefisien validitas sebesar 1.00, kemudian diuji oleh ahli media dengan hasil tingkat validasi sangat tinggi dengan koefisien validitas sebesar 1.00, yang terakhir pengujian respon pengguna dengan persentase 93% yang termasuk dalam kategori "Sangat Baik"

Kata Kunci: Cerita Rakyat; Legenda Desa Trunyan; Gim

**THE DEVELOPMENT OF 2D RPG GAME ABOUT THE LEGEND OF
TRUNYAN VILLAGE**

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ABSTRACT

Most Indonesian people, specifically Balinese people didn't know about The Legend of Trunyan Village Folklore, this happened because Balinese People only know the well-known folklore. If remains happened, The Legend of Trunyan Village will be forgotten, to get rid of this problem, the game entitled "Trunyan" is developed as a solution to this problem. This study aims to preserve The Legend of Trunyan Village folklore using game media which involves player interaction and recognizes the community's response to the development result of the game. The game was developed using Research and Development method, with the Game Development Life Cycle model consisting of initiation, pre-production, production, testing, beta, and release. This game is expected to introduce The Legend of Trunyan Village folklore to the wider community so that its sustainability is maintained. There are 4 times of testing, first is BlackBox testing, content expert testing, game developer expert testing and user response testing. The result of BlackBox testing shows that all of the mechanics formulated are functioning well, followed by content expert testing which shows the game has a very high validation level with a validity coefficient of 1.00, then tested by game developer experts with a very high validation level with a validity of coefficient of 1.00, which the last test was the user response with a percentage of 93% which was included in the "Very Good" category.

Keywords: Folklore; Legend of Trunyan Village; Game