

**YUDHA MANDALA TAMA “SANG LASKAR MASYARAKAT” GAME
3D SEJARAH BERBASIS DESKTOP**

Oleh

Bagus Aditiya, 1615051056

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

Email : bagus.aditiya@undiksha.ac.id

ABSTRAK

Yudha Mandala Tama “Sang Laskar Masyarakat” Game 3D Sejarah Berbasis Desktop ini mengadaptasi kisah sejarah dari Monumen Yudha Mandala Tama yang terletak di eks Pelabuhan Buleleng, Singaraja, Bali. Kisah sejarah ini berisi tentang seorang pemuda bernama Yudha yang berani berjuang melawan para penjajah yang datang untuk mengacau di tanah kelahirannya. Yudha Mandala Tama “Sang Laskar Masyarakat” Game 3D Sejarah Berbasis Desktop ini dikembangkan menjadi sebuah media pembelajaran berbasis video game yang mana proses pengembangannya menggunakan metode Game Development Life Cycle (GDLC) yang memiliki beberapa tahapan yaitu, *Initiation*, *Pre-Production*, *Production*, *Testing*, *Beta* dan *Release*. Hasil dari game ini akan berbentuk program dengan format exe, yang bisa dimainkan dimanapun dan kapanpun. Harapannya, dengan adanya game ini akan membantu melestarikan kisah sejarah Perjuangan Para Pahlawan yang makin terlupakan. Selain itu, keinginan untuk mengetahui bagaimana implementasi dan respon masyarakat terkait pengembangan Yudha Mandala Tama “Sang Laskar Masyarakat” Game 3D Sejarah Berbasis Desktop juga menjadi salah satu tujuan peneliti mengembangkan game ini.

Kata kunci: *Game, 3D, Sejarah, GDLC*

**YUDHA MANDALA TAMA “SANG LASKAR MASYARAKAT”
DESKTOP-BASED HISTORICAL 3D GAME**

By

Bagus Aditiya, 1615051056

Informatics Engineering of Education Study Program

Informatics Engineering Department

Faculty of Engineering and Vocational

Ganesha University of Education

Email : bagus.aditiya@undiksha.ac.id

ABSTRACT

Yudha Mandala Tama “Sang Laskar Masyarakat” Desktop-Based Historical 3D Game adapts the historical story of the Yudha Mandala Tama Monument which is located in the former port of Buleleng, Singaraja, Bali. This historical story is about a young man named Yudha who dared to fight against the invaders who came to wreak havoc in his homeland. This Desktop-Based Historical 3D Game was developed into a video game-based learning media in which the development process uses the Game Development Life Cycle (GDLC) method which has several stages, namely Initiation, Pre-Production, Production, Testing, Beta, and Release. The result of this game will be in the form of a program with an exe format, which can be played anywhere and anytime. Hopefully, this game will help preserve the history of the struggles of heroes who are increasingly being forgotten. In addition, the desire to find out how the implementation and response of the community regarding the development of Yudha Mandala Tama “Sang Laskar Masyarakat” Desktop-Based Historical 3D Game is also one of the researchers' goals in developing this game.

Kata kunci: *Game, 3D, History, GDLC*