

**PENGEMBANGAN GAME CERITA RAKYAT BALI BERBASIS  
DESKTOP “CALON ARANG (*THE DARKNESS OF DIRAH*)”**

**Oleh:**

**Nyoman Juli Budiartawan, NIM 1615051033**

**Program Studi Pendidikan Teknik Informatika**

**Jurusan Teknik Informatika**

**Fakultas Teknik dan Kejuruan**

**Universitas Pendidikan Ganesha**

**Email: [nyomanjulibudiartawan@gmail.com](mailto:nyomanjulibudiartawan@gmail.com)**

**ABSTRAK**

Game Cerita Rakyat Bali berbasis Desktop “Calon Arang (*The Darkness of Dirah*)” adalah sebuah game yang terinspirasi dari cerita rakyat Bali yang berjudul Calon Arang. Dimana kisah ini menitik beratkan ke kisah perjuangan Mpu Baradah menyelamatkan negeri Daha dari teluh kejam Calon Arang. Pengembangan Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)” bertujuan melestarikan cerita rakyat Bali dengan perantara game 3D, meningkatkan ketertarikan masyarakat terhadap cerita rakyat dan mengenali respon masyarakat terhadap hasil akhir dari Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)”.

Pengembangan Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)” menggunakan metode GDLC (Game Development Life Cycle), yang memiliki 6 langkah, antara lain ialah Initiation, Pre-Production, Productions, Alpha, Beta dan Release. Dengan adanya Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)”, diharapkan mampu membangkitkan rasa cinta masyarakat terhadap cerita rakyat Bali yang mulai pudar oleh masuknya budaya luar.

Beberapa Pengujian yang dilakukan dalam Pengembangan Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)” yaitu, Pengujian Black Box dengan hasil 100%, pengujian Ahli isi dengan hasil 100%, pengujian ahli media mendapatkan hasil 100% dan pengujian respon pengguna mendapatkan hasil 90% sangat positif dan 10% positif. Dari hasil tersebut Game Cerita Rakyat Bali Berbasis Desktop “Calon Arang (*The Darkness of Dirah*)” dapat dinyatakan dalam kategori sangat baik.

**Kata Kunci:** Cerita Rakyat, Calon Arang, Game.

**THE DEVELOPMENT OF BALINESE FOLKLORE DESKTOP-BASED  
GAME “CALON ARANG (THE DARKNESS OF DIRAH)”**

**By:**

**Nyoman Juli Budiartawan, NIM 1615051033**

***Informatics Engineering Education Study Program***

***Majoring in Engineering and Voctional***

***Ganesha University of Education***

***Email: [nyomanjulibudiartawan@gmail.com](mailto:nyomanjulibudiartawan@gmail.com)***

**ABSTRACT**

*Balinese folklore desktop-based game “Calon Arang (The Darkness of Dirah)” is a game that is inspired by Balinese folklore entitled Calon Arang. The story was about Baradah Priest who saved the Daha Kingdom from the ruthless Calon Arang’s disease transmission. The aims of Balinese folklore desktop-based game development are; conserve the Balinese folklore through the 3D game, increase the society’s interest in folklore, and recognize the society’s response with the final result of Balinese folklore desktop-based game “Calon Arang (The Darkness of Dirah)”.*

*The development of Balinese folklore desktop-based game “Calon Arang (The Darkness of Dirah)” used a method named GDLC (Game Development Life Cycle) which had 6 steps, namely; Initiation, Pre-Production, Productions, Alpa, Beta and Release. Balinese folklore desktop-based game “Calon Arang (The Darkness of Dirah)” is expected to evoke love sense of society with Balinese folklore that is started faded because of the foreign culture.*

*Some testing had done in developing the Balinese folklore desktop-based game “Calon Arang (The Darkness of Dirah)” namely; Black Box testing with the result is 100%, Content expert testing with the result is 100%, media expert testing with the result is 100%, and user response testing with the result is 90% positive and 10% positive. Based on the result, the development Balinese folklore desktop based game “Calon Arang (The Darkness of Dirah)” can be stated in very good category.*

***Key words:*** *folklore, Calon Arang, Game*