

Pengembangan Dan Perancangan *Game* Metasual Sebagai Media Edukasi Seksual Untuk Meningkatkan Pengetahuan Dan Kesadaran Remaja (*Design and Development of Metasual Game as a Media for Sexual Education to Increase Knowledge and Awareness of Teenagers*)

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ABSTRACT

Education is very important for everyone and should be given from a young age, including sexual education which is now rarely paid attention to and has resulted in many cases of sexual violence involving underage teenagers. This research aims to explain the process of developing educational game called METASUAL that can later be played by school teenagers. Game can be an effective tool for education that provides information about sexual dangers and responsibilities for oneself and also for others. METASUAL game has a storyline and several stage, each stage has a different educational topic that players can learn about. This game will be developed using Roblox Studio, where many children now play games using the Roblox platform. Game development starts from analysis, game concept design, game mechanic design, story development and game level design. The goals for this research is to prove to the public that games that are usually liked by children can also be used as educational tools that are beneficial and useful for children's growth and development.

Keywords : *METASUAL, Educational Game, Teenagers, Roblox*