

Development Of Wayang Educational Games As A Supporting Learning Media And Preservation of Local Culture

Supervised by Trismayanti Dwi P, S.Kom, M.Cs

Mohammad Thoriq Dhanies Adzzikra

Study Program of Informatics Engineering

Majoring in Information Technology

ABSTRACT

This research addresses the significant challenges in preserving local Indonesian culture, particularly the values and characters of Wayang, amidst the dominance of passive learning methods and pervasive foreign media and games. Data from the Ministry of Education, Culture, Research, and Technology (2024) indicates that 68% of elementary to high school students are unfamiliar with Pewayangan characters and Wayang philosophy. Previous studies have shown that educational games can effectively increase cultural understanding and learning motivation. This study aims to develop an educational roguelite game titled "Pandhawa Blitz" that integrates Pewayangan values into interactive and educational gameplay. The game targets children and adolescents aged 12-16 and focuses on transforming passive cultural learning into an exploratory and participatory experience. The Game Development Life Cycle (GDLC) method is employed for its structured approach in game development, ensuring an engaging and educational product. The game incorporates roguelite mechanics such as procedural generation, permadeath, and meta-progression, allowing players to unlock story fragments and strengthen characters through repetition, thereby enhancing narrative interactivity. The development process includes problem identification, literature review, data collection, application concept and design (using flowcharts and storyboards), implementation, and user acceptance testing (UAT). This research is expected to provide an effective and engaging educational medium for cultural preservation, serve as a reference for integrating interactive technology in cultural learning, and contribute to game-based learning theory by incorporating local values.

Keywords: Educational Game, Wayang, Roguelite, Cultural Preservation, GDLC.

Pengembangan Game Edukasi Pewayangan Sebagai Media Pendukung Pembelajaran dan Pelestarian Budaya Lokal

Dibimbing oleh Trismayanti Dwi P, S.Kom, M.Cs

Mohammad Thoriq Dhanies Adzzikra

Program Studi Teknik Informatika

Teknologi Informasi

ABSTRAK

Penelitian ini membahas tantangan signifikan dalam pelestarian budaya lokal Indonesia, khususnya nilai-nilai dan karakter pewayangan, di tengah dominasi metode pembelajaran pasif serta penetrasi media dan game asing yang masif. Data dari Kemendikbudristek (2024) menunjukkan bahwa 68% pelajar usia sekolah dasar hingga menengah tidak mengenal tokoh Pewayangan dan filosofi pewayangan. Studi sebelumnya telah membuktikan bahwa game edukasi efektif dalam meningkatkan pemahaman budaya dan motivasi belajar. Penelitian ini bertujuan untuk mengembangkan game edukasi bergenre roguelite berjudul "Pandhawa Blitz" yang mengintegrasikan nilai-nilai Pewayangan ke dalam mekanika permainan yang interaktif dan edukatif. Game ini menargetkan anak-anak dan remaja berusia 12-16 tahun dan berfokus pada transformasi pembelajaran budaya pasif menjadi pengalaman eksploratif dan partisipatif. Metode Game Development Life Cycle (GDLC) dipilih karena pendekatannya yang terstruktur dalam pengembangan game, memastikan produk yang menarik dan mendidik. Game ini mengimplementasikan mekanika roguelite seperti procedural generation, permadeath, dan meta-progression, sehingga meningkatkan interaktivitas naratif. Setiap karakter Pewayangan (Semar, Gareng, Petruk, Bagong) memiliki gaya bermain dan kemampuan unik yang merefleksikan kepribadian mereka, dan dunia permainan merepresentasikan aspek-aspek rusak dari jagat pewayangan. Tahapan penelitian meliputi identifikasi masalah, studi literatur, pengumpulan data, konsep dan perancangan aplikasi (menggunakan flowchart dan storyboard), implementasi, dan pengujian penerimaan pengguna (User Acceptance Testing). Penelitian ini diharapkan dapat menjadi media edukasi yang efektif dan menarik untuk pelestarian budaya lokal.

Kata Kunci: Game Edukasi, Pewayangan, Pelestarian Budaya, GDLC

