ABSTRACT

Visual Novel Design About Korean War History as Learning Media

Catherine Atmajaya
1431051

The designing of educational games in the form of visual novel is motivated from a situation that is happening at this time, the controversy that is happening between the United States and North Korea that increasingly triggered the fear of war that will happen again. Therefore, we wanted to raise the topic of Korean War history which resulted in the separation of Korean Peninsula into North Korea and South Korea by using visual novel as an educational game, which the author also didn’t find the history of Korean War by using visual novel. In the visual design of this novel, the author uses Ren’py in the manufacture or design of educational games. The author also uses Multimedia Development Life Cycle method (MDLC) in the design of this learning media, which consists of 6 stages that can assist in completing the making of this learning media smoothly. The results of making this learning media will then be stored by the author using the storage media in the form of DVD.

Key Word: Visual Novel, Educational Game, Ren’py, MDLC