

ABSTRAK

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Judul : Pembuatan *Game* Pengenalan Dasar Rambu Rambu dan Peraturan Lalu lintas Menggunakan *Unity*

Abstrak – *Game* merupakan sebuah sarana hiburan berbentuk multimedia yang dibuat semenarik mungkin agar pemain mendapatkan sesuatu sehingga adanya kepuasan batin, yang biasanya dilakukan untuk mengisi waktu luang. Selain itu game juga bisa dijadikan media pembelajaran. Namun saat ini, banyak *game* yang kurang memiliki unsur edukasi didalamnya. *Game* dirancang seperti genre simulasi menggunakan metode MDLC (*Multimedia Development Life Cycle*) yang memiliki 6 tahapan yaitu membuat desain, pengumpulan bahan, dirancang, pengujian(*testing*) dan disempurnakan berulang kali sebelum dianggap final. *Game* ini telah diuji dan berjalan sesuai harapan, sehingga diharapkan dapat digunakan oleh pemain agar dapat memahami rambu-rambu dan peraturan lalu lintas.

Kata kunci: Game, Rambu-Rambu, Peraturan, Lalu Lintas, Unity



ABSTRACT

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Abstract - Game is an entertainment facility in the form of multimedia that is made as attractive as possible so that players get something so that there is inner satisfaction, which is usually done to fill in spare time. Besides that games can also be used as learning media. However, at present, many games lack the educational element in it. The game is designed like a simulation genre using the MDLC (Multimedia Development Life Cycle) method which has 6 stages, namely making designs, collecting materials, designed, testing and refined repeatedly before being considered final. This game has been tested and runs as expected, so that it is expected to be used by players in order to understand traffic signs and regulations.

Keywords: Games, Signs, Regulations, Traffic, Unity



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