

ABSTRAK

Kegiatan mendaki gunung di Indonesia sudah berkembang dengan pesat. Saat ini kegiatan ini bukan hanya dimonopoli oleh kelompok-kelompok perkumpulan pendaki gunung maupun kelompok pecinta alam saja, tetapi juga banyak kalangan pekerja kantoran dan masyarakat umum. Mungkin kita sebagai masyarakat umum yang awam dan tidak mengetahui pemilihan peralatan yang sesuai dengan perjalanan kita. Ada tiga ketentuan dasar dalam pemilihan peralatan yang baik, yaitu performa, ketahanan dan beratnya. Maka dari itu tugas akhir untuk membangun sebuah *game* edukasi bertemakan *game* pendakian gunung dikaji agar dapat memberikan informasi tentang pendakian gunung yang dapat di akses secara mudah.

Metode tugas akhir ini memiliki beberapa tahapan yaitu, identifikasi masalah, pengumpulan data untuk pembangunan game lalu pembangunan menggunakan metode Game Architecture And Design. Dalam rancangannya game Mountaineer ini menggunakan aplikasi Construct 2 dimana masalah serta data yang telah didapat mengenai informasi pendakian gunung digunakan menjadi konsep dalam pembangunan game berskenario mengenai safety dalam pendakian gunung. Dengan menggunakan metode – metode game design yang meliputi *first concept, core design, gameplay, detailed design, game balance dan look and feel*. Serta dilakukan pengembangan *game architecture*, dari mulai tahap *Initial Design, Use of Technology, Development* dan *the Run-up to Release* menghasilkan hasil akhir sebuah aplikasi MOUNTAINEERING.

Berdasarkan hasil pengujian yang telah dilakukan, penelitian ini memerlukan pengembangan - pengembangan agar fungsi dalam mengedukasi lebih baik baik dalam bentuk level, objek-objek yang ada pada game, maupun dapat dimainkan secara online.

Kata Kunci : *Game, Edukasi, Pembangunan game, MOUNTAINEERING, Construct 2*

ABSTRACT

Mountain climbing activities in Indonesia have grown rapidly. Currently this activity is not only monopolized by groups of mountain climbers or for nature lovers, but also many people such as the office workers or the general public. Maybe we as a general public who does not know the selection of equipment that suits for mountain climbing activity. There are three basic provisions in the selection of good equipment, such as performance, durability and mass . So the final task to build an educational game that themed about mountain climbing game were studied in order to provide information about mountaineering that can be accessed easily.

This final task method has several steps, like, identification of problem , data collection for game development and development using Game Architecture and Design method. In the design of this game MOUNTAINEERING uses Construct 2 application where the problems and data that have been obtained about mountain climbing information used to be a concept in then the development of game have a scenario in it about safety mountain climbing. Using game design methods that include first concept, core design, gameplay, detailed design, game balance and look and feel. Then for the development of game architecture, starting from the stage of Initial Design, Use of Technology, Development and the Run-up to Release end result of an application MOUNTAINEERING.

Based on the results of tests that have been done, this study requires development-development for the function in educate better both in the form of levels, objects that exist in the game, or can be played online.

Keyword : *Game, Education Game, Game Development, MOUNTAINEERING, Countructs*