

ABSTRAK

RANCANG BANGUN GAME VISUAL NOVEL EDUKASI CYBER SECURITY MENGGUNAKAN METODE GAME DEVELOPMENT LIFE CYCLE

OLEH

FAUZAN NUR AZIZ

9882405120111012

Di era digital, teknologi berkembang pesat, tetapi kemajuan ini juga membawa ancaman siber bagi masyarakat. Untuk mencegah dan mengantisipasi serangan siber, masyarakat perlu mendapatkan edukasi terkait keamanan siber. Edukasi keamanan siber dapat disampaikan melalui media yang menarik, seperti game visual novel. Game ini memanfaatkan visualisasi dan penceritaan untuk menyampaikan informasi tentang serangan siber. Dalam proses pembuatan game visual novel ini, diterapkan metode Game Development Life Cycle (GDLC) untuk memastikan bahwa setiap tahap pengembangan dilakukan dengan baik. Hasilnya, game edukasi ini berhasil memenuhi tujuan yang diharapkan, yaitu membantu masyarakat dalam mencegah dan mengantisipasi serangan siber.

Kata kunci: Game Edukasi, Keamanan Siber, Visual Novel , GDLC

ABSTRACT

**DESIGN AND DEVELOPMENT OF A CYBER SECURITY
EDUCATIONAL VISUAL NOVEL GAME USING THE
GAME DEVELOPMENT LIFE CYCLE METHOD**

BY

FAUZAN NUR AZIZ

9882405120111012

In the digital era, technology is developing rapidly, but these advances also bring cyber threats to society. To prevent and anticipate cyber attacks, the public needs to get education related to cybersecurity. Cybersecurity education can be delivered through interesting media, such as visual novel games. The game utilizes visualization and storytelling to convey information about cyberattacks. In the process of making this visual novel game, the Game Development Life Cycle (GDLC) method is applied to ensure that every stage of development is carried out properly. As a result, this educational game succeeded in fulfilling the expected goal, which is to help the community in preventing and anticipating cyber attacks.

Keywords: Educational Games, Cybersecurity, Visual Novel, GDLC