

MENGEMBANGKAN KARAKTER SIKAP DISIPLIN KEBERSIHAN PADA DIRI ANAK DALAM LINGKUNGAN KELUARGA MELALUI PERANCANGAN GAME INSTRUKSIONAL

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ABSTRAK

Pengembangan sikap karakter dalam diri seseorang sangat diperlukan dan sangat baik bila dikembangkan sedini mungkin untuk menciptakan anak yang berkarakter untuk bangsa dan negara Indonesia. Sikap karakter disiplin dalam kebersihan harus diterapkan pada anak agar anak mengerti bahwa disiplin kebersihan sangat baik demi masa depannya. Orang tua yang sibuk pekerjaannya sehingga kurangnya perhatian pada anak. Sikap orang tua yang sibuk dan tidak memperhatikan anaknya cenderung membuat anak melakukan hal-hal yang kurang baik seperti kurang disiplin anak terhadap kebersihan lingkungan. Berdasarkan hal tersebut perancangan ini bertujuan untuk membantu anak dalam disiplin kebersihan ketika orang tuanya sibuk, Dengan menggunakan media game yang menghibur dan mendidik, supaya lebih menarik minat anak-anak sehingga mereka dapat bermain sekaligus belajar melalui media game. Hasil akhir dari perancangan ini adalah sebuah game berjudul "INFECTION OBJECT" bergenre 3D action adventure.

Kata Kunci : anak, disiplin, game, kebersihan, lingkungan.

CHARACTER DEVELOPMENT OF HYGIENE DISCIPLINE IN CHILDREN AT FAMILY ENVIRONMENT THROUGH INSTRUCTIONAL GAME

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ABSTRACT

The development of character in a person's attitude is very necessary and very well when developed as early as possible to create a character for the children of the nation and the country of Indonesia. The attitude of the character of the discipline in hygiene should be applied to the child so that the child understand that hygiene is very good discipline for the sake of his future. Parents are busy at his job so a lack of attention on the child. The attitude of parents who are busy and do not pay attention to his sons tend to make the child do things less well as less disciplined children against environmental hygiene. Based on this design aims to help children in the disciplines of hygiene when his parents busy, using media games entertain and educate, so that the more interest the kids so they can play while learning through the medium of games. The end result of this design is a game called "INFECTION OBJECT" 3D action adventure genre.

Keyword : children, discipline, games, hygiene, the environment.