



DESIGN METHODS

The project uses a qualitative research approach and follows the Game Development Life Cycle (GDLC) framework

1. Pre-production : Collecting data from Educational Psychologist and Plato Foundation, making design of the game
2. Production : Developing assets for the game
3. Testing : Testing the game internal and external to 15-18 y.o ,find and fix game issues
4. Release : Releasing the game to the exhibition.

FINDINGS AND CONCLUSIONS

The creation of an interactive educational game helps teenagers to increase awareness, empathy and decision making skills through narration and visual driven experience.

People responded positively to the game's narrative and visual aspects. The interactive approach through dialogue choices helps them understand the consequences of each action, empathy for survivors and to ask for help in dangerous situation.

BACKGROUND

The number of sexual violence cases in Indonesia is increasing consistently from 2020 to 2024. Data from SIMFONI PPA shows that a majority of victims are females aged 13-17, and culprit are often individuals close to the victims, such as partners or parents. Visual novels are chosen as an educational medium because it combine visuals and interactive narratives that affect empathy and self-reflection. This media allows players to experience the perspectives of characters more deeply than conventional media like posters or videos.

GOALS

As time goes games are getting popular from children to adults they all love to play games. Visual novels getting popular too in Indonesia, visual novels offer interactions using narrative and visuals, which is when used as an educational media, it's more fun because learning through visuals is easier to understand and remember. This project aims to make a visual novel game as an educational medium for teenagers age 15-18 y.o. Giving strong images and story that impact them to be critical about sexual violence also awaken their empathy.

