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## Developing Balinese Culture-Based Serious Game Model: I Rajapala as a Hunter

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### Abstract:

Game is one kind of attractions that exist in local rural communities. In Bali, traditionally, there are various types of games played by children and adults. The Balinese traditional games such as tajog, gangsing, petaumpet, etc. can be found in particular villages. Not only games, Bali also has various kinds of folklores or legends, known for generations, namely Jayaprana, I Rajapala, etc. The folklores and legends had not been much developed in the form of ICT-based game. In this case, a very interesting folklore was told and developed in the form of a game. The aim of the game development was to introduce and preserve Balinese local wisdom. The folklore of Balinese culture that was developed was "I Rajapala as a Hunter". The method used in developing the game was a method of waterfall. Limited test results showed that it was technically able to be run as the game designs: (1) There are three missions of the game: shooting 3 pigs or birds, finding a place to rest, and hiding one of the angel's shawls; (2) The difficulty level of the game consists of three levels: easy, medium, and hard to complete the three missions of the game. The results of limited application tests showed that 93.4% (3 stars) of players could complete the game mission, while the remaining 6.6% (2 stars) failed to complete the 3 game missions. The benefit gained by the players is knowing the story of I Rajapala as a Balinese cultural heritage.

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