

Atribut sensori dan narasi sequence pada ruang game komputer untuk terapi anak autis = Sensory attributes and naration sequence in space game narrative therapy for autistic children

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Abstrak

ABSTRAK

Skripsi ini membahas tentang anak autis yang mengalami permasalahan pada penerimaan dan pemrosesan integrasi sensori. Permasalahan ini dapat di-treatment dengan penyesuaian pada pengalaman sensori dan integrasinya melalui aspek arsitektural berupa penyesuaian atribut sensori dan narasi sequence. Penanganan ini juga dapat dilakukan melalui game komputer. Skripsi ini menganalisis game Rufus Goes to School dan keterkaitan aspek arsitektural tersebut dengan ruang game. Atribut sensori visual hadir melalui representasi game komputer dengan treatment sensori secara spesifik. Sedangkan narasi sequence diciptakan dari sifat yang muncul dalam assigned qualities yaitu pengoperasian ruang game dan elemen game sebagai penanaman adaptasi terhadap karakter repetitif dari anak autis

ABSTRACT

This thesis discusses the autistic child who had problems with sensory processing and integration. This problem can be treated with sensory experience and integration with architectural aspects such as adjustment of sensory attributes and narrative sequences. The treatment can be conducted through computer games. This thesis analyzes the game Rufus Goes to School by exploring the architectural aspects in the game space. Visual sensory attributes are present through representation of computer games with sensory specific treatment. While the narrative sequence is present in the characters that appear in the assigned qualities, namely the operation of gaming space and elements of the game as a learning treatment for adaptation to repetitive character of children with autism.