

# Chapter 14

## Strengthening Multicultural Community for Teenagers Using Role Playing Game Development: Case Study Game Titled “Enthrean Radiance”

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### **ABSTRACT**

*Teenagers are the generation who are still looking for their identity. The unstable condition of teenagers' minds and emotions makes them easily affected by bad things through media regarding cultural differences. Teenagers usually have groups with a certain culture and do not want to mingle with different cultures outside their circle. This becomes a problem when they have to communicate inter-culturally. Nowadays, teenagers like to play games, and one of the genres they play is role playing game (RPG). In this type of game, players can control the characters in the RPG according to their wishes and follow the story developed by the game designer. This is what underlies how RPG can be one of the breakthroughs in providing an understanding of intercultural communication to teenagers. In this chapter, an RPG is designed to have elements of intercultural dialogue in an implicit way in order to provides messages about peace and develop a community that has diverse cultures. Through the development of this RPG, teenagers can better understand and want to mingle with cultures around them.*

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## **INTRODUCTION**

A game is something that can be played with certain rules so that there are winners and losers, usually in a non-serious context or for the purpose of refreshing. According to Kim et al in Azis (2011: 3) quoted by Kustiawan & Utomo (2019), online games are games that are played by many people from all over the world at the same time and connected via the internet network. The online game is made for two or more players whose purpose is also for education. Online gaming dates back to 1969 when games for two were developed with the original purpose of education.

Then in the early 1970s, a system with time-sharing capabilities, called Plato, was created to make it easier for students to learn online, where several users could access the computer simultaneously according to the time needed. Two years later, Plato IV appeared with new graphics capabilities, which were used to create multiplayer games. Online gaming didn't really take off until 1995, when the restrictions on the NSFNET (National Science Foundation Network) were removed, making access to the complete domain of the internet. In the 1980s, Roy Trubshaw and Bartle Richard made the first development of a Multi-User Dungeon (MUD) on December – 10 at the University of Essex, Colchester, England. By the end of 1983, hundreds of illegal copies had been distributed worldwide, starting the free-access MUD craze in universities and, finally, on the Internet.

Since then, many companies and even individuals have created online games that can be played both free and paid. Especially now that people who make online games can sell them on the Google Play Store where people could download and purchase various applications including games.

Online games have emerged as a new type of entertainment for all circles, especially teenagers. With the many new features that are varied in number and the cheap internet connection makes online games increasingly booming in Indonesia. The rise of online games also causes teenagers to become addicted to the game. Especially in this Covid-19 pandemic situation where almost all activities are carried out at home, teenagers only spend all day playing online games. Social theory views this as a social fact that has boomed among the community without many people being aware of changes both in terms of communication and social interaction in the community environment where the individual interacts and socializes. The presence of online games in the midst of the rapid pace of technology has had a major influence on the personal development and adaptation of a person, especially teenagers, even the ability to adapt to their social environment.

Another proof that game is also can be a tool to improve the inter-cultural dialog is from the E-Sports game. We may use the Overwatch World Cup as an example of how to encourage tolerance towards younger generation mentalities as far as this tournament is open to unexperienced gamers. A team shooter game set in the future,

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