

ABSTRACT

3D Game Simulation and Fire in Politeknik Negeri Batam (Game System)

Prevention and evacuation is one of the step to save ourselves if accidents happen, especially when there's a fire. To know the right step in prevention and evacuation is really important due to the rate of its accident throughout indonesia is quite high. This step must to be known by the people who lives in fire-prone areas, especially who lives in storey buildings. 3D Game of prevention and evacuation fire is developed with purpose to give information about the right way to extinguish fire when it happens in storey buildings, for example in Building of Politeknik Negeri Batam. By using moving object like simulation game will provide easier way to understand, because the players will know the situation and feels like the real evacuation. This game is developed using 3ds max 2010 as object modelling, Unity 3D 4.0 as game engine, and using javascript. Process development of this game is using multimedia design methodology Luthor-sutopo, This methodology is chosen because this method have materials collecting wherein when designing a game requires pretty much of multimedia materials. After going through a phase of functional testing in accordance with the actual state of the real object, this game can be a mediator to inform the right way procedures to recovering and evacuate for fire accidents in Politeknik Negeri Batam.

Keywords: Fire, Prevention and Evacuation, Game, Multimedia design methodology Luthor-sutopo