THE EFFECT OF COLOR PERCEPTION ON RANK AND AGE GROUP OF GAMES
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ABSTRACT
Through many years, many researchers have gathered the knowledge on how the Human Being can interact naturally with the system and they called it as Human Computer Interaction (HCI). These knowledge are common on Universities especially computer science students. But, little knowledge has been researched and collected for a gamer that could interact naturally with the game (system). Seeing this the author wants to gather the knowledge and learn how to make gamer can interact naturally with the game and decided to concentrate on the color perception and learn how to stimulate the gamer for enhancing the interactivity of the game.

Literature Studies has been conducted for gathering the information on how the game designer should do on designing the game, where to start, how to start, and what makes the players want to play our games in the future. While learning the fundamental on game design, the color theory also one of the important aspects on this research because the scope is concentrating on the color perception between age group

The Research results are shown a discrete proof on how players on a certain age have a different color perception. In order to stimulate the excitement while playing the game, the studies has shown a result that color could be used to convey information without sending any words or sounds. Through many literature studies on different article, there is a certain article that has divided the functionalities of color into two categories which are the Distinct Color and the Color situation. Depends on the situation, both categories have much functionality on different aspect of the game and could empower each other to strengthen the stimulation effect.

In conclusion, the result has shown interesting facts about the correlation on color and game design. The color obviously could be used to enhance the interactivity for the game. For this thesis the result does show that color could be used on certain age group, but there is no exact science could tell where the creativity ends and if this research will be conducted again by another researcher on the future, the result might come out differently. It depends on the approach that the researcher used.

Key words
Game Ranking, Game Design, Color Perception, Age Group