

## ABSTRACT

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*Study Program* : *Product Design*

*Title* : *Design of Cosplay Properties with Movement Control System*

*Cosplay competitions are increasingly popular now, and to win these competitions requires attractive and innovative cosplay equipment. The more interesting and interactive the cosplay displayed, the greater the chance of winning. Property is a plus, and if the property is designed to be as attractive as possible, the chances of winning will be greater. Therefore, this research aims to design kinematic properties based on the character Mehrak from the game Genshin Impact, which is popular in the world of cosplay, with the ability to increase the chances of winning cosplay competitions.*

*This research uses qualitative and quantitative methods with an experimental approach to determine the criteria for a good cosplay property and design products that can be used as examples. From the research results, challenges were found in applying movement control systems to properties, including ergonomic aspects, choosing the right materials, adjusting technological devices, and control systems that suit the character, as well as techniques and processes for creating kinematic properties.*

*This research aims to overcome these challenges by designing ergonomic kinematic properties, using appropriate materials, and implementing a movement control system. It is hoped that the results of this research can serve as a guide for property design for cosplayers and cosplay property makers, so that they can create properties that are not only visually attractive but also functional.*

**Keywords** : *Cosplay property, kinematic cosplay property*