

ABSTRAK

Generasi muda saat ini cenderung kurang mengenal cerita rakyat. Selain karena cerita rakyat yang kurang populer juga karena kurangnya materi dalam bahan ajar maupun media pembelajaran. Untuk itulah diperlukan media untuk mengenalkan Cerita Rakyat yang baru ini kepada remaja. Media *board game* dipilih karena sarat visual sehingga proses pengenalan menjadi lebih efektif dengan menggunakan ilustrasi *Manga* yang sedang populer dikalangan remaja. Adanya unsur kompetitif dan interaktif antar pemain, disertai elemen strategi, membuat penyampaian materi lebih menyenangkan.

Kata kunci: *Board Game, Cerita Rakyat, Manga*

ABSTRACT

Title : *Game Board Design Using Figures from Indonesian Folk Story With Illustration Style Manga*

The younger generation today tend to be less familiar with folklore. In addition to folklore is less popular also because of lack of material in teaching materials and learning media. That's why it takes the media to introduce this new People's Story to teenagers. Media board games are selected for visual laden so that the introduction process becomes more effective by using Manga illustrations that are popular among teenagers. The existence of competitive and interactive elements between players, along with elements of strategy, make the delivery of materials more fun.

Keywords: Board Game, Folklore, Manga