

ABSTRACT

Traditional snack is part of culture which is deserve to be preserved. But unfortunately, at this time many people especially children are more familiar with modern snack. In this case, media also play important role in deliver information. Smartphone is one of many devices which is widely used at this time, and also mobile game which is an electronic media that much preferred by children.

This final project report contains about the design of the mobile trading card game (TCG) with the them of traditional snack. This design is expected to overcome the lack of knowledge about traditional snack. In addition, in this design also makes the game as a medium not only for play but also as learning media, especiallu on mobile like smartphone.

Keyword: Traditional snacks, Nusantara, mobile, trading card games, children