

ABSTRACT

Traditional games is a game that develops from a specific community. In West Java alone there are more or less 250 type of traditional games and some of them are played with stone. Because of many kind of cultural manifold , the game is also considered as one of traditional culture. This work was based to children who lack of knowledge of traditional games. It needs strategy for the introduction of traditional games for children by books. The main question of this work is how to design a picture book to educate and draw children's attention to traditional games with stones as gaming tool.

During the design, the writer had observing bookstores, comparing the same products that already exist and doing an interview with the children's psycholog, book publisher and one of the community traditional games in order to make draft of the final project. From all of the methods that had done, the writer got the concepts that can be used for designing a book to introduces traditional games in West Java. This project is expected for children to know more of West Java's culture , especially of traditional games.

Keyword : traditional games, book, picture book, illustration.