

# **DESIGNING TRADITIONAL GAME COMICS**

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## **ABSTRACT**

Traditional games are a form of folklore, which is a game that spreads through words between members of a cultural tradition, brought generations to generations. Misbach (2008) explained that there is 8 aspects that can stimulate children's stimulation which are: motoric, cognitive, language, social, spiritual, ecological, and values/morals. Besides the cultural values that are taught in traditional games, Dharmamulya (1996) thinks traditional games can train the development of child's motoric which is important to help develop muscles and bones. With the development of the times, we can see the new different types modern games around us, games such as video games, and gadgets are popular around kids.

Excessive use of gadgets by children can affect the development of their empathy, social, and problem solving skills which other children usually acquire by exploring, playing, and interacting with their friends. One of the very important aspects in children development is their motoric development and social interaction. In the age of 6 to 12 years old, children needs stimuli for their motoric and social development so they can develop optimally. Those aspects cannot be develop by playing video games because the absence of physical movement, empathy training, and direct social interaction. Those things can be handled by playing traditional games that involves physical movements and social interaction between friends. Gadget and video games is only some of the many entertainment media and education that children nowadays use. Printed comics are one of such media.

In designing the comic book, the Writer use data collection methods such as observation to some kinds of elementary school in Bandung, bibliography from books that have connections with designing comics, and interview with a source about children's development. Writer uses an analysis method such as comparison matrix to analyze books of similar comic books.

The final product is a comic book that is targeted for children aged 6 to twelve. This comic book aims to give and persuade the readers especially children to play tradisional games.

**Keywords: Comics, Tradisional Games, Perkembangan Anak**