

## **ABSTRACT**

The design of this final project is motivated by the importance of education about the dangers of pornography, designated for teens aged 11-13 years. The importance of education about the dangers of pornography based on the phenomenon of sexual crimes committed by minors that are now widely covered by the media in Indonesia. Overall cases caused by the frequent viewing of pornography as a result of the lack of parental supervision and easy internet access based on ownership of private gadgets that are not supervised. Board games have become a solution in recreative and also interactive learning process tht included a fairly taboo topic that is pornography, that aims to provide an understanding of the risks that occur when exposed to pornography.

Keywords: Board Games, Dangers of Pornography, Games, Education, Campaign