

ABSTRAC

The influence of globalization is impacting the culture of Indonesia, one of Sundanese culture like the game tatarucingan, now beginning to no longer known among the younger generation who formerly had become routine children's play now already not done anymore. Tatarucingan itself is a puzzle whose answer implies hidden. Each tatarucingan certainly contains elements of comedy, usually often do when we were talking and playing word. Tatarucingan played using the Sundanese language and usually play tatarucingan understood only by those who understand the language or the Sunda Sunda. At this time among adolescents has begun to feel no longer use Sundanese language for this area of western Java. How socializing and interaction between each other rarely use Sundanese language, it is because teens feel embarrassed and feels old-fashioned and outdated when talking Sunda. Though the language is the cultural identity of each of their respective regions. From the observation and direct interview to teenage junior from pemebelajaran in subjects Sundanese language taught also support the culture of Sundanese, but the problems faced by today's average student learning difficulties writing paper Sunda and vocabulary Sundanese tingkatanya already high. Then it can be used as a benchmark teens can transform into solving the problems that will be one solusiya in this design. So that not only preserve Sundanese language back can also be used as learning to speak Sundanese Sundanese people and for those who in addition to the Sunda itself.

Keywords: Language, Culture Sunda, Tatarucingan