

**ABSTRACT**  
**CARD GAME DESIGN**  
**OF**  
**INDONESIAN MEDICAL HERB**

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Health problems have been existed since we lived. There are many factors, namely environments such as the dead and living matters, customs, habits and the ignorance of society about the hygiene of their surrounding that influence the health. On the other hand, the cost of maintaining of health is increasing especially the allowances of medicine. Sometimes, modern medicine has the kind of side effect that might be harmful to the body, while herbal medicine tends to be free of the side effects. People who live in a city are more familiar with modern medicine. Data are collected using observation, interview, study of literatures, questionnaire and documentation methods. To analyze the data, I use a comparative matrix of similar products. Although books dealing with either herbal treatment or Indonesian medicinal herb are already available, I think of spreading this information through a more attractive media, namely *game* card of Indonesian medicinal herb. The earlier the introducing of medicinal herb knowledge, the better. Hoping that the next generation of ours will be more knowledgeable about it, and capable of using it to the fullest advantage in many conditions.

*Keywords: Indonesian Medicinal Herb, Media, Card Game*