

ABSTRACT

Technological development becoming more sophisticated and the infinity of human needs made humans become consumptive, as well with electronic stuffs like refrigerator, television, laptop, and others. Many of electronic stuffs that continue to inovate, electronical waste also increasing an the technology to recycle it is not balance. Indonesia don't have electronical waste management yet, only a facility to seperate the electronical components that contain mineral like gold and copper. Indonesia's people that use electronic gadgets have not known yet how to recycle electronic waste, even do not care about the danger of electronic waste that can destruct life if it handle in wrong way. For this reason, education media is needed to inform the public about the dangers of electronic waste. The interview had done to collect informations from some experts such as Komunitas Sadar Sampah Elektronik and Kummara Game Consultant. Questionnaire will be shared to children around 9 to 12 years old in Jakarta Capital City. The aware of this problems need to be implanted since childhood. Therefore, we made the design through media which is a boardgame in order to help to sharpen thinking ability, practice dexterity, more active and communicative, and also sharpen the accuracy to finish an activity. Hopefully, this method can be one form of saving the environment and in the end the society will be aware the danger of electronic waste for environment and life.

Keyword : e-waste, game, boardgame, informative