

## **ABSTRACT**

Astronomy is a science that study on celestial objects in universe through scientific observation. Whereas, astrology connects those celestial phenomena with the future of humanity. Long ago astronomical practice had been performed by human to calculate time and season using the movement and position of celestial objects such as the moon, stars, planets, and the sun. Nowadays, astronomy is studied as a part of physics education in schools in Indonesia. Astronomy could enhance knowledge and sensitivity with nature. Unfortunately, astronomy has not been so popular in Indonesia, especially with children. Therefore, the outcome of this thesis is an astronomy-themed board game for educational purpose. Board game is one kind of tabletop games which is consisted of game board, pawns, tokens, and other elements such as game cards. There is a set of goals that should be achieve by players to win the game. Fun, attractive, and interactive are the main reason why choosing board game as education medium. Moreover, the audience target is children so that an attractive educational media is needed for education materials to be accepted. The qualitative method is used to support the design through descriptive approach. Theories used to support are astronomy, education, visual communication design, and game design. This astronomical education board game is expected as another way to learn about astronomy for children, especially in Bandung City.

**Keywords:** Astronomy, Education, Children, Board game