

Abstract

Traditional games are increasingly forgotten by Indonesian children. Along with the rapid development of technology, modern games that can be played using smartphones increasingly prevalent popping up and become one of the obstacles in the preservation of traditional games such as the game of Congklak. Seeing that, then BUYBACK is made by utilizing Virtual Reality technology that allows users to interact with the existing artificial environment and can feel real three-dimensional technology. BUYBACK's goal is to preserve the traditional game of Congklak. In addition, by making BUYBACK is expected young generation children of Indonesia to know the traditional game of Congklak and return to play traditional games of Congklak again.

Keywords: children, traditional games, *virtual reality*