

ABSTRACT

Bandung has its own role and contribution in achieving Indonesian independence and one of them through the events of the Bandung Sea of Fire. Iconic events and historic moments where in the event of the burning of the city of Bandung in support of Indonesian independence and will always be remembered as patriotic acts of Bandung residents in defending their homeland. But over time, people's understanding of the Bandung Ocean Fire incident began to fade, especially in the younger generation. In fact, there are many things that can be learned by studying historic events and one of them is by practicing the values of struggle and willing to sacrifice in them. Therefore we need a learning media that can trigger teenagers' desire to dig deeper into information about historical events. This design aims to create a more attractive educational media so that the Bandung Ocean Fire event can be learned in a fun way so that the material can be more easily digested and also remembered by teenagers. This design produced an educational media in the form of a board game that contained information and also chronology about the series of events in Bandung Lautan Api using AIDA as an approach method to its audience. The design of the game that is full of struggle values and willing to sacrifice is also suitable to instill these values in the minds of players so that as the intensity of play increases, it is expected that in the future these values can be practiced in everyday life.

Keywords : History, Struggle, Bandung Ocean of Fire, Media Education, Board Game