

ABSTRACT

Pencak silat is one of culture from Indonesia that contain many value that very usefull in this life that usually we can learn through training system. Teenagers in this era prefer todo their hobbies rather than practice pencak silat. Lack of mental quality of teenager in this era is on of the reason teenager feel bored and lazy to practice pencak silat. Fear, impatience, and lack of determination will become obstacle for teenager to develop and wil become bad effects on themselves later.

In this case the researcher conducted research to make solution to these problem using qualitative research methods and direct observation in training and interviews with several coach of pencak silat to obtain data. And after analyzing the researcher decided to make a board game with pencak silat as the object wich contain positive value of pencak silat. With purpose to introduce pencak silat values and train the teenagers mentality using pencak silat value.

Key Word: Pencak silat, Values of pencak silat, mentality, board game