

## **ABSTRACT**

In Indonesia, anti-corruption education is required at all levels of the school, both in the form of thematic learning, school lessons, discussion, or seminars, then now entering the education curriculum. The purpose of education is not only to educate the nation's but also to develop abilities and regulate one's behavior. However, the amount of corruption in Indonesia is very alarming and less aware of society. Corruption can threaten citizen morality and can impact inequality. Compared to conservative learning, there have been several innovations that use many interactive media, such as board games, which KPK has intensified since 2017. The author uses qualitative methods such as observation, interviews, and various supporting sources. The design will be considered after following the results of the matrix analysis data, which will later be converted into design concepts. Not only that, the questionnaire and respondents' opinions will also be used to see the view of various people and find solutions to considerate. Through the board game, the authors conceptualize the Corruption material into an educational game that makes it easy for children to absorb content material and understand corruption. With board game, players get a picture of many forms of corruption. The design aims to campaign for anti-corruption values, prepare generations who are aware of its dangers, and create a learning media for teachers and parents. With board games, this is one of the ways for the writer as a graphic designer to support the next generation of anti-corruption.

**Keywords:** Anti-Corruption Education, Board game, Youth.