

## **ABSTRAC**

Traditional games are one part of a variety of cultures that have grown in Indonesia. Before the development of technology, various traditional games had colored the lives of children among which are widely known in various areas, such as hide and seek, galah asin or gobak sodor, marbles, rubber jumps, and bentengan. But in fact only a handful of thousands of games scattered in Indonesia. With fast technology, traditional games are forgotten and replaced by gadgets and online games that utilize technology and lack of player movement patterns, are more likely to be less communication and individualistic, compared to traditional games that teach children to work together, honesty, cohesiveness and many health activities good physical for children.

The method to be used is observation in the Ulin courtyard belonging to the Hong Community in West Java. In addition, interviews were submitted to the Hong Community, as well as literature study methods in the form of reference books and articles that supported the design.

Preservation of traditional games is very much needed in the development of children's moral values, and also for Indonesian culture by introducing and teaching values in traditional games, accompanied by efforts to raise awareness about the problems of traditional games.

Therefore it is necessary to have a platform that is used to introduce and as an educational platform about the values of traditional games. This platform is in the form of an educational board game because the game is the closest thing to children. On the board game, children are taught important values that exist in traditional games such as cooperation, empathy, honesty, etc. Which can be applied and triggers a child's creativity.

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