

ABSTRACT

Adolescence becomes a critical period of transition from childhood to adulthood. In this case hormonal, physical, and social changes take place significantly. Psychosocially, growth in adolescence is divided into three stages, namely early, middle, and late adolescent. Each of these stages has its own characteristics and requires a good understanding of the process of change that occurs in adolescents from all aspects. This is common in the adolescents phase, especially late adolescents. The game becomes one of the treatments that can be used to hone and help teens channel their attitude changes in a positive traditional games. But it is unfortunate along with the development of the era of traditional games even more forgotten and even almost never played by the community, especially urban communities. This is a concern to design traditional games so that they can continue to have a presence in the community, especially urban youth as well as a treatment for the writer so that they can design the board as one of the components or completeness of the traditional game so that it becomes an appropriate product.

Key words: *board games, teenagers traditional*