ABSTRACT

Dementia is a brain disease which shown by cognitive function deterioration and changes in behavior. The most severe disease of dementia is Alzheimer. Dementia affects memory, way of thinking, behavior, emotion, and decision - making. Due to lack of public understanding of it, we need a game which trains memory, way of thinking, and decision - making. The game itself is a digital board game which can be played on smartphone. This media was built with qualitative method in the form of literature data collection, do surveys, and analyze similar works. In data collection phase, writer do some interviews and look for some datas on trusted sites. In the survey section, writer retrieves datas from various aspect, those are player context and game context to strengthen the assumptions built by the writer.

Keywords: Media, Board games, Dementia, Board games, Digital Games