

ABSTRACT

Bullying is a problem that often occurs in the community and can have a negative impact on both victims and perpetrators. In order to overcome this problem, early education is needed about the dangers of bullying cases. In introducing the problem of bullying to elementary school children is certainly not easy. Outreach and delivery of socialization materials to elementary school children is one way to address this problem. However, in order to convey information that is classified as quite heavy to children, it requires a special approach that is easier and more fun. Therefore, designing an educational media for the dangers of bullying through a board game is one solution that can help convey this education. In addition, Designing Boardgames as Educational Media on the Dangers of Bullying for Elementary School Students is expected to foster a sense of empathy and tolerance among elementary students.

This research was conducted using a qualitative research method with several stages such as observation, interviews, and literacy studies, so that the results of the study can be known about its weaknesses and strengths so that further studies and improvements can be carried out. In this study, the authors will collect, analyze, and interpret data, and end with conclusions based on data analysis. In addition, the author also conducted a survey of several experts such as child psychologists and design experts as concrete information that can be accounted for.

Keywords: bullying, education, board game