

## **ABSTRACT**

*Skateboard is a game that is not easy to play, it requires high concentration in playing it. Many skateboarders, both beginners and experienced, often fall off the skateboard, making mistakes and scratching their clothes because they are hit by obstacles with skateboard obstacles. According to skateboarders, the most abrasions and scratches are on the lower body, namely the feet. Which makes consuming or buying pants too often. Therefore it is very important to choose the right pants, durable and comfortable to move while skateboarding. In this design, we will create a pants product that suits the needs of skateboarders and also to meet the needs of products from the NAH Project brand by applying durability, using durable materials and additional product features. The method used in this design is a descriptive qualitative approach. Techniques of data analysis by conducting observations, questionnaires, interviews and field data. The product design approach is through a NAH Project brand needs study, a skateboarder activity study, a skateboarder needs study and the use of existing product studies. Then it will be analyzed using the needs table, parameter analysis table and TOR. The product design of these pants is expected to be a useful product according to the exact needs of skateboarders.*

**Keywords:** *Skateboard, Pants, NAH Project, Durability*