

ABSTRACT

Lack of use of learning media can reduce the level of understanding of students. Education in Indonesia every year has literacy and numeracy problems, resulting in lost learning and crisis learning. The independent curriculum, especially Strengthening the Pancasila Character Profile, requires teachers to use learning media so that education is centered on the activeness of students. Through the design of boardgame learning media with the title "Waste-Free Lifestyle", students' understanding and memory will increase. Learning media based on board games or board games, helping teachers in implementing the Pancasila Profile Strengthening Project. With a theme that is in accordance with the Pancasila Profile Strengthening Project, namely a sustainable lifestyle

Keywords: *Media, Games, Design*