

## ABSTRACT

**Abstract:** *The Palasik Myth is one of the myths in Minangkabau culture that carries valuable lessons. This myth has been fading away from the West Sumatra region due to the scarcity of stories and teachings about folk culture, as well as the lack of alternative media to preserve culture through modern means. There are many positive values that can be derived from this story, such as moral lessons for children and prohibitions for prospective mothers. Through the design of this board game, it is hoped that the story of the Palasik myth can be retold with a focus on extracting its positive values. This research was conducted using qualitative methods. Based on the data obtained, Palasik has a focus on terrifying stories, aiming to instill fear in children as a form of prohibition against something negative. The design of this board game is based on the theory of Visual Communication Design. Data collection was carried out through interviews, observations, and literature reviews. Using the collected data, information was processed to align with the positive values of the Palasik myth, which were then transformed into an engaging board game that highlights the learning values present in the Palasik myth, targeted at children aged 8 to 13 years old.*

**Keywords:** *Palasik, Myth, Minangkabau Culture, Children, Educational Media.*