ABSTRACT

BOARD GAME DESIGN AS AN INTRODUCTION TO PERESEAN TRADITION FOR TEENAGERS 15 - 18 YEARS OLD IN WEST JAVA

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Peresean is a tradition which were done in Lombok. This tradition were performed by the Sasak tribe to ask for rain when they still believes in animism, this tradition relies on strength between two men who fight with rattan and shield which were made from buffalo skin and this tradition can be win if one of the fighter shed some blood. However this tradition is still unknown in Indonesia especially by teenagers. That is why there need to be some sort of media to introduce this tradition to the teenagers. This research was conducted using qualitative method which were based on Visual Communication Design theory, board game theory, and data gathering using interview, literature review about Peresean and board game, and observation of Peresean fight. Board game were chosen as a media to introduce because it is easier for gathering attraction and interet and the rules of Peresean is easy to implement in board game. The gathered data is expected to help in the process of designing a board game that can attract teenagers interest in learning and conserve Peresean art, in Lombok and elsewhere.

Key Word: Peresean, Sasak, Teenagers, Board Game