

ABSTRACT

Cadas Pangeran is a significant historical site located in Sumedang, West Java. The road embodies a narrative of struggle, resistance, and diplomacy between the local aristocracy, particularly Prince Kornel, and the Dutch colonial administration during the 19th century, specifically in the era of the Great Post Road (De Grote Postweg) construction led by Governor-General Herman Willem Daendels. This study aims to develop a board game as an educational medium to introduce the historical narrative of Cadas Pangeran to adolescents aged 13 to 18. The board game is intended to serve as an engaging and interactive learning tool that transforms conventional and rigid approaches to history education into an enjoyable and innovative experience for young learners. The design process employs a visual communication design methodology integrated with historical research, utilizing qualitative methods including questionnaires, interviews, observations, and literature review related to the history of Cadas Pangeran and Board game mechanics. Data analysis was conducted using a comparative matrix method. The outcome of this study is an educational board game that conveys the historical significance of Cadas Pangeran while introducing various elements of Sumedang Larang culture, such as traditional weaponry, leadership values, and local symbolic heritage.

Keywords: Cadas Pangeran, board game, educational media, local history, cultural heritage.