

ABSTRACT

The Wayang Museum Banyumas Board Game as an Educational Medium for Elementary School Children

By

Eka Afriliani Fiska Setiowati

21105058

Wayang is one of Indonesia's cultural heritages that has been recognized by UNESCO as a Masterpiece of Oral and Intangible Heritage of Humanity since November 7, 2003. However, in the midst of globalization, children's interest in wayang is decreasing. According to the results of an interview with Mrs. Tri Wahyuni as a resource person, children are more familiar with foreign cultures than traditional cultures such as wayang. Efforts to introduce it through textbooks, performance videos, and visits by wayang artists to schools have not been able to attract children's attention effectively. Based on these conditions, more creative learning media are needed in accordance with the character of children who still like to play.

*This study aims to design an educational board game entitled Sendang Mas as a medium for introducing the Banyumas Wayang Museum for elementary school students in grades 4-5. This board game presents elements of adventure that are equipped with brief descriptions of the types of wayang, and is designed using a visual approach that is attractive to children. The design process refers to Jesse Schell's *The Art of Game Design* theory which emphasizes four basic elements of the game: mechanics, aesthetics, technology, and story. The research method used is qualitative, through the process of data identification and data analysis.*

The results of this design are expected to be an interesting and effective educational medium in increasing children's interest in wayang culture, as well as to strengthen the role of the Banyumas Wayang Museum as a cultural education center in Banyumas Regency.

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