

ABSTRACT

This design is taken from a problem regarding the references presented in the realm of professional introduction to children aged 7-12 years which are still general professions. Another problem is the absence of a relevance between the profession presented with the development of today's modern times. The aim of this design is to introduce various new professions to children aged 7-12 years so that new references appear in the profession and are relevant to this modern era. The introduction of the new profession is adjusted to what children like, namely interaction and games. Therefore the introduction of a new profession is designed in an interactive board game. This design discusses how to design and visualize a board game regarding the introduction of various new professions to children aged 7-12 years. The method used in this design is a qualitative method, with the aim of explaining, understanding, and knowing a problem in detail with a descriptive approach. The result of this design is a complete board game and its components with the theme of introducing new professions

Keyword: instructional media, profession introduction, board game