

## **ABSTRACT**

*Traditional games are fun activities that have been passed down from generation to generation and have become one of the Indonesian cultures that need to be preserved. However, the existence of traditional games is now starting to be abandoned and not played by children anymore. This also happens in the area, especially Banyumas, several Banyumas traditional games that are starting to be abandoned include seliring tiles, gandon and jongjang. For this reason, a media was created to introduce traditional Banyumas children's games to children as well as a means of Banyumas cultural archives. The media chosen as a means of introducing traditional Banyumas children's games is an illustration book. The research method used is a descriptive qualitative approach, while the analytical method used is SWOT. Collecting data using interviews, observation, literature studies and questionnaires. The result of this design is an illustration book entitled "Ayu Dolan Bareng". This cartoon-style illustrated book uses two languages, namely Pangiyongan and Indonesian. In addition, this book is also equipped with augmented reality which can be accessed by scanning the barcode on the book. Augmented reality is used so that children can sing along to the precarious musical accompaniment.*

*Keywords: Culture, Banyumas, traditional games, illustration books.*