

ABSTRACT

At present, the demand for the traditional Dolanan Koena game is declining because due to the lack of traditional game preservation media that attracts the attention of the general public. This causes people to start not knowing the traditional game Dolanan Koena. An alternative way of preserving traditional games is to return to the community, it is necessary to have media that increases public interest in getting to know Indonesian traditional games. One of the educational media is a catalog book which contains information and visuals of the traditional Dolanan Koena game using catalog book media. In the data collection process, this research uses qualitative research methods and SWOT analysis. The purpose of making this catalog book is to make it easier for Dolanan Koena to disseminate information about the traditional game of Dolanan Koena which in the catalog book contains visuals and information that aims to introduce the traditional game of Dolanan Koena to the public, especially the people of Banyumas. After going through the stages of research, it was found that Dolanan Koena really needed a catalog book that was in accordance with Dolanan Koena's positioning, namely the harmony of friendship and kinship.

keywords: catalog book, photography, traditional games, preservation.