

## ABSTRACT

Environmental problems occur as a result of economic and technological developments. Environmental problems are divided into four, namely land, air, sound and water pollution. One of the world's biggest environmental problems today is the problem of plastic waste. Most of the reasons people use plastic are because using plastic is more practical, the price is cheap and it's easy to find. Indonesia is one of the countries with the largest plastic waste producer in the world. And one of the islands that produces the most of this waste is Java Island. Most of the people in Tegal Regency are already aware of the dangers of plastic waste, but they find it difficult to reduce the amount of use because it has become a habit.

Therefore, there is a need to educate children about the dangers of plastic waste. So that in the future the children will grow up and be able to protect the environment by sorting and managing waste. Why are children given education because children are an active learning age where the knowledge and experience they get will be influenced by their habits. Providing teaching to children is not easy because children often feel bored, so that supporting media is needed to help educate children about the dangers of plastic waste. In this design, the authors design a board game with the theme of the dangers of plastic waste. The purpose of designing this board game is to design a game about plastic waste which can later be used as supporting media in providing education to children. The research method used is descriptive qualitative method. Collecting data using interviews, documentation and literacy. The thing from this design is the board game "Haztic" as an educational medium for the dangers of plastic waste. This design uses supporting media in the form of packaging, posters, totebag, x-banners and stickers.

Keywords: environmental problems, plastic waste, educational media, children, board games