

ABSTRACT

The Ministry of Education, Culture, Research, and Technology through the Directorate of Film, Music and New Media said that one example of traditional Indonesian music as an effort to character education is gamelan. There is a Padepokan Gunung Laos which provides facilities and purposes to introduce culture, one of which is Javanese gamelan. However, the interest of local children to get to know Javanese gamelan is still low. This is because there is no introduction media used by the hermitage, so we need media that can be used to attract children's interest to get to know Javanese gamelan. The design method used is a qualitative research method using SWOT analysis which is used as a design strategy. In the design method using the basic elements of the game in the form of mechanics, story, aesthetics, and technology. The basic elements of the game will be used as a guide in the process of designing the work. The board game that will be designed is a game made for education about Javanese gamelan regarding form, ethics, and the importance of protecting one's own culture so that it is not stolen by others. This research resulted in a board game that was used as a medium for introducing Javanese gamelan for children aged 7-12 years in Padepokan Gunung Laos through a board game with a modern design and attracting children's interest to play and learn at the same time.

Keywords: educational media, board game, javanese gamelan