

ABSTRACT

The spread of folklore in Pekalongan only uses print media in the form of books with improvised graphic visuals that make children feel bored and often become less attractive. This situation causes folklore as a local cultural heritage to be replaced and increasingly loses its existence. Folklore has a role in teaching the concept of politeness and increasing knowledge of diversity. Therefore, the purpose of this research is to design a board game adventure folklore history of Pekalongan as an interactive medium for children aged 7-11 years. The board game was chosen to give a pleasant impression in spreading folklore, so that children can experience learning and playing activities. This research uses descriptive qualitative research methods using story books, interviews, and observations as primary data sources and literature studies and comparative studies as secondary data sources, then the data is processed and analyzed using 5w+1H analysis. So from this research resulted in a board game that is equipped with story cards, character pawns, markers, jackpot, stacking boards, and playing guide books. The design also discusses the publication media used in the dissemination of this board game.

Keywords: board game, illustration, Pekalongan folklore.