

CHAPTER V

CONCLUSION

5.1 Conclusion

The design of the board game "*Jejak Karapas: Heroes of the Little Sea*" aims to convey an educational message about the importance of turtle conservation to children aged 10-13 years through interactive and fun game media. The results of this design show that the concept of board games by making turtles as the main characters is able to present learning facilities that are not only entertaining, but also provide knowledge about the six types of turtles in Indonesia, the threats they face, and the urgency of maintaining their sustainability. In addition, the existence of supporting media such as turtle collection cards, adventure cards, magic cards, and various additional merchandise (e.g. pencils, notebooks, and keychains) further adds to the visual appeal while strengthening the educational value of the game. Thus, this board game has the potential to be one of the effective alternative environmental education media for children.

5.2 Suggestions

This board game can still be developed by adding a variety of game mechanics, so that it is more challenging but still suitable for the character of children aged 10–13 years. In addition, the use of environmentally friendly materials in board game production and supporting media should be considered in line with the message of preservation. Trials on a broader scale, for example involving schools or children's communities, are also important to get direct feedback on how effective these games are in conveying educational messages. In the future, the design can be enriched by adding digital elements or supporting applications so that the reach is wider while adapting to technological developments that are familiar to children's lives today.