

FINAL PROJECT

DESIGN OF THE BOARD GAME “JEJAK KARAPAS: PAHLAWAN LAUT KECIL” AS AN EFFORT TO PRESERVE TURTLES FOR CHILDREN AGED 10 – 13 YEARS

To meet the requirements for completing the Final Project (Strata -1)

VISUAL COMMUNICATION DESIGN STUDY PROGRAM



Compiled by:

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FACULTY OF ARCHITECTURE AND DESIGN
UNIVERSITAS PEMBANGUNAN NASIONAL “VETERAN”
JAWA TIMUR

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VERIFICATION PAGE

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AGED 10 – 13 YEARS**

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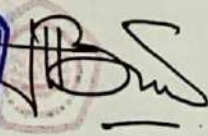
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**DESIGN OF THE BOARD GAME "KARAPAS TRAIL: SMALL SEA HEROES" AS
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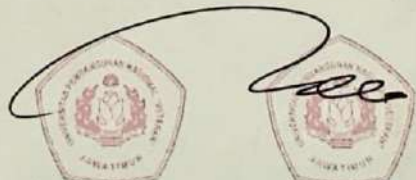


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Yang Membuat pernyataan



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21052010184

ABSTRAK

Penyu merupakan salah satu satwa laut yang berperan penting dalam menjaga keseimbangan ekosistem, namun populasinya kini berada pada kondisi yang mengkhawatirkan. Dari tujuh spesies penyu yang ada di dunia, enam di antaranya ditemukan di Indonesia, yaitu penyu sisik, belimbing, hijau, tempayan, pipih, dan lekang. Penurunan populasi penyu dipengaruhi oleh berbagai faktor, seperti perburuan, pencemaran, perubahan iklim, serta rendahnya kesadaran masyarakat. Walaupun sudah ada regulasi perlindungan, implementasi di lapangan masih menghadapi kendala, sehingga dibutuhkan strategi konservasi baru, salah satunya melalui peningkatan edukasi sejak usia dini.

Anak-anak berusia 10–13 tahun berada dalam tahap perkembangan kognitif yang membuat mereka mulai mampu memahami isu-isu lingkungan, namun mereka memerlukan media belajar yang menarik agar materi lebih mudah diterima. Pendekatan tradisional sering dianggap monoton, sehingga dibutuhkan metode alternatif yang interaktif. Salah satu media yang potensial adalah board game, yang mampu menghadirkan hiburan sekaligus menyampaikan pesan edukatif melalui aturan permainan, interaksi antarpemain, dan visual yang sesuai dengan dunia anak-anak.

Board game dengan tema pelestarian penyu dirancang untuk menyampaikan informasi mengenai ekosistem laut, ancaman terhadap penyu, dan upaya konservasi melalui mekanisme permainan. Dengan adanya narasi, tantangan, serta tampilan visual yang mendukung, permainan ini tidak hanya meningkatkan pemahaman anak tentang pentingnya menjaga kelestarian penyu, tetapi juga menumbuhkan rasa peduli terhadap lingkungan. Selain itu, sifat permainan yang interaktif mampu menciptakan pengalaman belajar yang lebih menyenangkan dan berkesan.

Melalui perancangan ini, diharapkan tercipta media edukasi yang efektif dalam meningkatkan kesadaran anak-anak tentang konservasi penyu. Selain memberikan hiburan, board game juga berfungsi sebagai sarana pembelajaran yang dapat mengembangkan keterampilan berpikir kritis, kerjasama, dan tanggung jawab sosial. Dengan demikian, board game memiliki potensi untuk melahirkan generasi muda yang lebih peduli dan berperan aktif dalam menjaga kelestarian penyu serta ekosistem laut secara berkelanjutan.

Kata Kunci: Penyu Laut, Board Game Edukatif, Pelestarian Lingkungan

ABSTRACT

Sea turtles are crucial marine animals that contribute significantly to maintaining the balance of ocean ecosystems, yet their existence is increasingly endangered. Out of the seven sea turtle species worldwide, six can be found in Indonesian waters, including hawksbill, leatherback, green, loggerhead, flatback, and olive ridley turtles. The population decline is influenced by multiple factors such as illegal hunting, marine pollution, climate change, and limited public awareness. Although protective regulations have been introduced, their implementation in practice remains challenging, emphasizing the importance of alternative conservation strategies, particularly through early education.

Children aged 10–13 are at a developmental stage where they can begin to grasp environmental concepts, but they also require engaging learning media to sustain their interest. Traditional methods often fail to fully capture their attention, creating the need for more interactive approaches. One potential medium is board games, which combine entertainment and educational values through structured rules, peer interaction, and child-friendly visuals.

A board game designed with a sea turtle conservation theme integrates knowledge of marine ecosystems, threats faced by turtles, and conservation actions into its gameplay. With narratives, challenges, and supportive visual elements, the game not only facilitates children's comprehension of conservation issues but also nurtures empathy and awareness of environmental preservation. Its interactive nature ensures a learning process that is both enjoyable and impactful.

This design is expected to provide an effective alternative educational tool for raising awareness among children regarding sea turtle conservation. Beyond serving as entertainment, the board game also fosters critical thinking, collaboration, and social responsibility. Consequently, it offers the potential to cultivate a young generation that is environmentally aware and actively contributes to the long-term protection of sea turtles and marine ecosystems.

Keywords: Sea Turtles, Educational Board Game, Environmental Conservation

PREFACE

We offer all praise and gratitude to the presence of Allah SWT for His grace, guidance, and gifts so that the report "The Design of *the Board Game* "Jejak Karapas: Hero of the Little Sea" as an Effort to Preserve Turtles for Children Aged 10 – 13 Years" can be completed properly and on time. This design was prepared as one of the requirements to complete the Bachelor (S1) program at the Department of Visual Communication Design, Faculty of Architecture and Design, UPN "Veteran" East Java.

A big thank you to all parties who have provided support, assistance, and prayers during the process of preparing this report. With great respect and sincerity, the author expresses his appreciation and gratitude to:

1. Allah SWT and the Prophet Muhammad PBUH for all His mercy and guidance.
2. My parents thank them for their prayers, affection, and unceasing moral and material support.
3. Mrs. Mahimma Romadhona, S.T., M.Ds., and Mr. Pungky Febi Arifianto, S.Sn., M.Sn. As the first and second supervisors, for guidance, direction, and suggestions that are very meaningful in this design process.
4. Shofi and Dinana as my best friends who always provide input, and enthusiasm.
5. Friends in arms Suga, Icha, Naya, Yedis, Regina, and Rara for their togetherness, enthusiasm, and support during the process of working on this report.
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8. My brother Dimas provided support and made me continue to pray and give up.

Finally, the author realizes that this report is far from perfect. However, hopefully this report can provide useful benefits and information about the design of this Jejak Karapas board game.

TABLE OF CONTENTS

VERIFICATION PAGE	i
CONSENT PAGE.....	ii
STATEMENT OF PLAGIARISM-FREE DECLARATION	iii
ABSTRAK.....	iv
ABSTRACT	v
PREFACE	vi
CHAPTER I INTRODUCTION	1
1.1 Background.....	1
1.2 Problem Identification.....	5
1.3 Problem Formulation	5
1.4 Problem Limitations	6
1.5 Purpose of Planning	6
1.6 Benefits of Planning	7
1.7 Planning Framework	8
.....	8
CHAPTER II FOUNDATIONS OF THEORY & EXISTING STUDIES	9
2.1 Operational Definition of Title	9
2.1.1 Definition of <i>Board Game</i>	9
2.1.2 Definition of Conservation Efforts.....	9
2.1.3 Definition of Turtle.....	9
2.1.4 Definition of 10 – 13 Years Old.....	9
2.2 Theoretical foundations	10
2.2.1 <i>Games</i>	10
2.2.2 Board Game.....	11
2.2.2.1 Board Game Categories.....	11
2.2.2.2 Board <i>Game Components</i>	14
2.2.2.3 Material <i>Board Game</i>	18
2.2.3 Visual Communication Design.....	18
2.2.3.1 Illustrations.....	19
2.2.3.2 Psychological Color.....	19
2.2.3.3 Typography.....	20
2.2.3.4 Layout.....	21

2.2.4 Learning in Children Aged 10 – 13 Years	21
2.2.5 Foundations of Conservation Theory	23
2.2.6 Foundations of the Turtle Theory	23
2.3 Existing Studies.....	24
2.4 Comparative Studies	32
CHAPTER II DESIGN METHODOLOGY	34
3.1 Design Methods	34
3.2 Planning Objects.....	34
3.3 Data Collection Techniques.....	35
3.3.1 Primary Data.....	35
3.3.1.1 Questionnaire.....	35
3.3.1.2 Interviews.....	35
3.3.1.3 Observations	36
3.3.1.4 <i>Forum Group Discussion</i>	37
3.3.2 Secondary Data	38
3.4 Data Analysis Techniques.....	39
3.4.1 Questionnaire Data Analysis	39
3.4.2 Analysis of Interview Data.....	41
3.4.3 Observational Data Analysis.....	45
3.4.4 5W+1H Analysis.....	48
3.4.5 Consumer Insight Analysis.....	52
3.4.6 <i>Consumer Journey Analysis</i>	52
3.4.7 Data Synthesis	61
3.4.8 <i>Unique Selling Proposition (USP)</i>	62
CHAPTER IV DESIGN CONCEPT AND IMPLEMENTATION	64
4.1 <i>Keywords</i>	64
4.1.1 Keyword Definition.....	65
4.1.1.1 Denotative Meaning of <i>Keywords</i>	65
4.1.2 Creative Concepts	66
4.1.3 Verbal Concepts	67
4.1.3.1 <i>Board Game Titles</i>	67
4.1.3.2 Communication languages.....	67
4.1.3.3 Game Guide.....	68
4.1.4 Moral Message.....	69
4.1.5 Concept Visual.....	69

4.1.6 Media Concepts.....	77
4.2 Design Design Process.....	78
4.2.1 Turtle Character	78
4.2.2 Board Games	80
4.2.3 Cards.....	82
4.2.4 Boardgame Cover	92
4.3 Design Implementation.....	93
4.3.1 Main Media	93
4.3.2 Supporting Media.....	97
4.3.3 Draft Project Budget.....	103
5.1 Conclusion	105
5.2 Suggestions.....	105
BIBLIOGRAPHY.....	106
ATTACHMENT	108
A. OBSERVATION	108
B. INTERVIEW	109
C. QUESTIONNAIRE.....	111
D. LICENSE LETTER	118
E. ASSISTANCE SHEET	121
F. EXHIBITION DOCUMENTATION	123

LIST OF PICTURES

Picture 1.1 Independent Curriculum Student Books for grades 5, 6, and 7	3
Picture 2.1 Monopoly Games	11
Picture 2.2 Game Race for the Galaxy	12
Picture 2.3 Thunderstone Quest Game	12
Picture 2.4 Chess Games	13
Picture 2.5 Root Games	13
Picture 2.6 Game Shifting Stones	14
Picture 2.7 Game Sushi Go	14
Picture 2.8 Catan Games	15
Picture 2.9 Carcassonne Games	15
Picture 2.10 Blood Rage Game	16
Picture 2.11 Game BANG! The Dice Game	16
Picture 2.12 Lord of Waterdeep Games	17
Picture 2.13 Gloomhaven Games	17
Picture 2.14 Independent Curriculum Student Books for grades 5, 6, and 7	22
Picture 2.15 Illustration Book Liberating Turtles	25
Picture 2.16 Congklak Games	27
Picture 2.17 Monopoly Games	30
Picture 2.18 Board game Scooby Doo	32
Picture 3. 1 Photo with students of SD Al Islah	38
Picture 3.2 Interview with the principal of SDN Medokan Semampir	42
Picture 3.3 Photo with Mr. Syam	43
Picture 3.4 Photo is on Table Toys	44
Picture 3.5 Photo is on the Academy Game Board	45
Picture 3.6 Group Photo of Al Islah Junior High School Students	45
Picture 3. 7 Group Photo of Students of SDN Medokan Semampir	46
Picture 3. 8 Photo at Gramedia Manyar	47
Picture 3. 9 Photo at the Surabaya Youth Center Library	47
Picture 3. 10 Photo at café C20	48
Picture 3. 11 Photo Mutiara Rafifa Mariska	53
Picture 3. 12 Photo by Raffka Yoga Yudistira	57
Picture 4. 1 Semi realist children's cartoon characters	70

Picture 4. 2	Semi realist children's cartoon characters	70
Picture 4. 3	Decorative fonts	71
Picture 4. 4	Make sans serif poppins	71
Picture 4. 5	Colour palette	72
Picture 4. 6	Colour palette	73
Picture 4. 7	Playing Cards	73
Picture 4. 8	Character pawns	74
Picture 4. 9	Pawn congklak	74
Picture 4. 10	Board	75
Picture 4. 11	Rule book	76
Picture 4. 12	Packaging	76
Picture 4. 13	Turtle Design Alternatives	79
Picture 4. 14	Turtle Character Questionnaire	79
Picture 4. 15	Final Design of the Turtle	80
Picture 4. 16	Game Board Design Alternatives.....	81
Picture 4. 17	Boardgame Questionnaire	81
Picture 4. 18	Final Boardgame Design.....	82
Picture 4. 19	Turtle Collection Card Alternatives	83
Picture 4. 20	Adventurer Card Alternatives	83
Picture 4. 21	Magic Card Alternatives	84
Picture 4. 22	Adventurer and Magic Card Back Alternatives	85
Picture 4. 23	Turtle Card Quiz	86
Picture 4. 24	Adventurer Card Questionnaire	86
Picture 4. 25	Magic Card Questionnaire	87
Picture 4. 26	Back Card Questionnaire	87
Picture 4. 27	Turtle Collection Card	89
Picture 4. 28	Adventurer's Back Card	89
Picture 4. 29	Adventurer Cards	90
Picture 4. 30	Magic Back Card.....	91
Picture 4. 31	Magic Cards	92
Picture 4. 32	Boardgame Cover Alternatives	92
Picture 4. 33	Boardgame Cover Questionnaire	93
Picture 4. 34	Cover Boardgame.....	93

Picture 4. 35	Mock Up Boardgame	94
Picture 4. 36	Coin	94
Picture 4. 37	Shellfish	95
Picture 4. 38	Magic Cards	95
Picture 4. 39	Adventurer Cards	95
Picture 4. 40	Turtle Collection Card	96
Picture 4. 41	Rulebook	97
Picture 4. 42	Pencil case	98
Picture 4. 43	Key	98
Picture 4. 44	Pin	99
Picture 4. 45	Pencil	99
Picture 4. 46	Notebook	100
Picture 4. 47	Sharpener	100
Picture 4. 48	Tags	101
Picture 4. 49	Luch Box	101
Picture 4. 50	Bottle	102
Picture 4. 51	Key	102

LIST OF TABLES

Table 2. 1 Illustration Book Analysis	26
Table 2. 2 Analysis of the Game of Thrones	28
Table 2. 3 Monopoly Game Analysis	31
Table 2. 4 Comparative Studies	33
Table 3. 1 Women's Consumer Journey	54
Table 3. 2 Consumer Journey Women 2.....	56
Table 3. 3 Consumer Journey Women 3.....	57
Table 3. 4 Consumer Journey Men – men	59
Table 3. 5 Consumer Journey Male – male 2	60
Table 3. 6 Consumer Journey Male – male 3	61
Table 4. 1 Keywords.....	64
Table 4. 2 Budget.....	104