

FINAL PROJECT REPORT
DESIGNING BOARD GAMES ABOUT THE INTRODUCTION
OF TRADITIONAL CLOTHES FOR STUDENTS IN GRADES
3-6



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VISUAL COMMUNICATION DESIGN STUDY PROGRAM
FACULTY OF ARCHITECTURE AND DESIGN
NATIONAL DEVELOPMENT UNIVERSITY "VETERAN"
EAST JAVA SURABAYA
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VERIFICATION PAGE
**DESIGNING BOARD GAMES ABOUT THE INTRODUCTION OF TRADITIONAL
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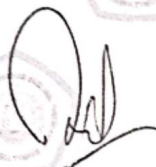
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ABSTRACT

Indonesia has a diverse cultural richness, one of which is traditional clothing which is a symbol of ancestral identity and heritage. Traditional clothing not only functions as clothing, but also contains philosophical values that reflect the customs, social status, and outlook of the local community. This research highlights the importance of introducing traditional clothing to elementary school (SD) and madrasah ibtidaiyah (MI) students as an effort to preserve the nation's culture. Interviews with resource persons, including Dra. Rr. Lilik Indriati, S.Pd., M.Pd., and MI Darun Najah teachers, revealed that the learning of traditional clothing in schools is currently still limited and often less interactive, so students are at risk of losing interest in the material. To overcome this, the research offers a solution in the form of designing an educational board game that introduces various Indonesian traditional clothes to students in grades 3–6. This board game is designed to combine elements of play and learning, so that it can increase student involvement, strengthen visual memory, and foster a sense of love for Indonesian culture. Thus, the use of board game media is expected to be an effective, fun, and supportive learning alternative to the archipelago's cultural preservation.

Keywords: Traditional clothes, Tradition, Clothing, Archipelago, Cultural Identity. Learning Strategies. Educational Games, Educational Media

STATEMENT OF ORIGINALITY OF THE FINAL PROJECT

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Declaring that in this Final Project scientific document there is no part of other scientific works that have been submitted to obtain an academic degree in a Higher Education institution, and also there are no works or opinions that have ever been written or published by other people/institutions, except those that are cited in writing in this document and mentioned in full in the bibliography.

And I declare that this scientific document is free from elements of plagiarism. If in the future there are indications of plagiarism in this Thesis, I am willing to accept sanctions in accordance with the applicable laws and regulations.

Thus, I made this statement actually without any coercion from anyone and to be used as it should.

Surabaya, 17 September 2025

Who made the statement



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FOREWORD

Praise be to Allah SWT for all His graces, taufik, and guidance so that the author can complete the Final Project report with the title "DESIGNING BOARD GAMES ABOUT THE INTRODUCTION OF TRADITIONAL CLOTHES FOR STUDENTS IN GRADES 3-6 OF ELEMENTARY SCHOOL" This final project was prepared as one of the requirements to obtain a Bachelor's degree in Visual Communication Design at the Faculty of Architecture and Design, National Development University "Veteran" East Java. The preparation of this report is inseparable from the help and support from various parties. Therefore, on this occasion the author would like to express his deepest gratitude to:

1. Allah SWT has provided health, smoothness, and strength in completing this report.
2. To my family, especially my parents who have supported the Author in terms of prayer, motivation, and mental and physical support
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6. All parties who cannot be named individually, who have assisted either directly or indirectly in the preparation of this report.

The author realizes that this report is far from perfect. Therefore, constructive criticism and suggestions are very much hoped by the author for future improvement. Hopefully this Final Project report can provide benefits for readers, especially for the development of science in the field of Visual Communication Design.

Surabaya, 18 September 2025

Writer

ABSTRACT

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