

FINAL PROJECT

**DESIGNING BOARD GAME AS AN ETHICS EDUCATION MEDIA
BASED ON THE BIBLE STORY OF THE 'FRUIT OF THE SPIRIT' FOR
CHILDREN AGE 8 – 12 YEARS
(CASE STUDY: GKJW WARU)**

To Fulfill Partial Requirements for Obtaining a Bachelor's Degree (S-1)



By:

Hanung Sekar Larasati Enggaringtyas

22052010085

Supervisor 1:

Mahimma Romadhona, S.T., M.Ds.

NIP. 19880428 201803 2001

Supervisor 2:

Widyasari, S.T., M.T.

NPT. 182 198909 2007 5

**STUDY PROGRAM OF VISUAL COMMUNICATION DESIGN
FACULTY OF ARCHITECTURE AND DESIGN
UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR**

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APPROVAL PAGE

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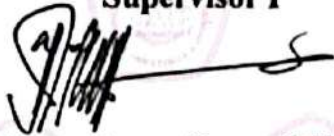
HANUNG SEKAR LARASATI ENGGARINGTYAS

22052010085

Has been maintained in front of the Examination Team

On: 23 April 2026

Supervisor I



Mahimma Romadhona, S.T., M.Ds.

NIP. 19880428 201803 2001

Supervisor II



Widvasari, S.T., M.T.

NPT. 182 198909 2007 5

Examiner I



Pungky Febi Arifianto, S.Sn., M.Sn.

NIP. 19900202 202203 1008

Examiner II

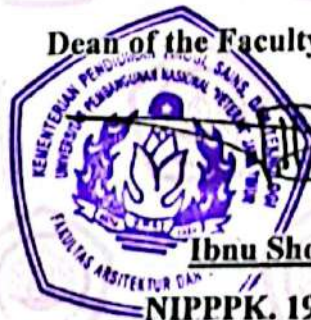


Masnuna, S.T., M.Sn.

NIPPPK. 19840512 202121 2004

**This final project has been accepted as one of the requirements
to obtain a Bachelor of Design (S-1) degree**

Dean of the Faculty of Architecture and Design



Ibnu Sholichin, S.T., M.T.

NIPPPK. 19710916 202121 1004

AGREEMENT PAGE

**DESIGNING BOARD GAME AS AN ETHICS EDUCATION MEDIA BASED ON
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Compiled by:

HANUNG SEKAR LARASATI ENGGARINGTYAS

22052010085

Has been maintained in front of the Examination Team

On: 23 April 2026

Supervisor I



Mahimma Romadhona, S.T., M.Ds.

NIP. 19880428 201803 2001

Supervisor II



Widvasari, S.T., M.T.

NPT. 182 198909 2007 5

**This final project has been accepted as one of the requirements
to obtain a Bachelor of Design (S-1) degree**

Head of the Visual Communication Design Study Program



Masnuna, S.T., M.Sn.

NIPPPK. 19840512 202121 2004

STATEMENT OF FREE PLAGIARISM

The undersigned:

Name : Hanung Sekar Larasati Enggaringtyas
Student ID Number (NPM) : 22052010085
Program : Bachelor's (S-1)
Study Program : Visual Communication Design
Faculty : Architecture and Design

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And I declare that this scientific document is free from elements of plagiarism. If, in the future, any indication of plagiarism is found in this Final Project, I am willing to accept sanctions in accordance with the prevailing laws and regulations.

This statement is made truthfully without any coercion from any party and is to be used as appropriate.

Surabaya, 23 April 2026

Who Made the Statement



Hanung Sekar Larasati Enggaringtyas

NPM 22052010085

ABSTRACT

The phenomenon of character decline in elementary school-aged children, marked by rampant bullying, apathy toward ethical values, and reduced sensitivity in social interactions, indicates a crisis in fundamental moral development. This condition is exacerbated by the dominance of gadgets and excessive exposure to digital media, which has shaped Generation Alpha into an audience that finds it difficult to focus on conventional teaching methods. Amid these challenges, religious institutions, especially Sunday Schools, require a shift in media paradigm to instill noble values as contained in the Nine Fruits of the Spirit, Galatians 5:22-23, which are the essence of Christian character. The failure of passive media in facilitating values requires more relevant and interactive visual communication design solutions.

This research uses a qualitative-descriptive approach with a framework Design Thinking to ensure user-centered design. The process involves several stages Empathize, interviews and observations of media preferences of children aged 8–12 years at the GKJW Waru Congregation; Define, formulation of core problems; Ideate, literature studies and media comparisons; and Prototype And Test Secondary data complements the theoretical foundation, and data synthesis is used to bridge field problems with functional design solutions.

Analysis shows that Generation Alpha's absorption power is kinesthetic and digital-sensitive, so the concept Board Game Interactive was formulated as the primary solution. The design concept focused on integrating the game's strategy mechanics with a Spirit Fruit-based Character Point System, where victory is derived from the player's ethical decisions through challenges. Challenge Cards Visually, board game adopting a cheerful cartoon style with typography sans serif for maximum traction and focus retention.

Planning board game The Fruit of the Spirit is hypothesized to be a significant educational tool in addressing the gap between biblical character knowledge and practice. The design's contribution lies in providing a contemporary, interactive, and conceptually tested media solution that is effective as a means of bonding family spirituality and teaching tools for the GKJW Waru Congregation community in realizing holistic character development.

Keyword: Board Game, Bible, Educational Media, Children

FOREWORD

The author expresses his praise and gratitude to the presence of Lord Jesus Christ for His blessings, participation, and infinite love, so that the writer can complete the Final Project report with the title "Designing a Board Game as an Ethics Education Media Based on the Bible Story 'Fruit of the Spirit' for Children Aged 8-12 Years (Case Study: GKJW Waru Congregation)" smoothly.

This report was compiled as part of the Final Project for the Visual Communication Design Study Program. The author has gone through various stages during the process. It is hoped that this work will not only serve as a fun learning tool but also as a means to instill Christian ethical values and introduce children to the nine Fruits of the Spirit from an early age.

The author realizes that the successful completion of this report is inseparable from the support of various parties. Therefore, the author would like to express his deepest gratitude to the following parties:

1. Lord Jesus Christ, the source of strength, wisdom, and peace who always supports the author in going through every dynamic of working on this work.
2. My beloved parents, for your endless love, prayers, and support. Thank you for being a pillar of strength and a source of confidence when I faced self-doubt.
3. To my late grandfathers and grandmother, Mbahdo Kakung, Mbahdo Putri, and Kong Danoes: Thank you for all your prayers. Even though you are now with Jesus in heaven, your life lessons and spirit will always remain in my heart. I would also like to express my deepest gratitude to Uti, my remaining grandmother, who never ceases to pray for me and always provides me with endless encouragement and motivation.
4. Myself, thank you for fighting so hard, persevering even though the storms came one after another, and never giving up until the line finish this.
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6. GKJW Jemaat Waru, which has opened the door for the author to conduct research, provided valuable data, and has been an important part of this design journey from the beginning.
7. Febri and Faliq, friends who always faithfully accompany me, provide encouragement, time, and joy that are very meaningful during my studies.

8. All Visual Communication Design Lecturers, for the knowledge and inspiration that has shaped the author's mindset in his work.
9. Visual Communication Design peers from the Class of 2022, particularly author's close friends Atta, Mia, Febri, Rada, Syahid, Hafidh, and Faliq, who have accompanied and supported the author since the very beginning of author's academic journey.

The author realizes that this work is far from perfect. However, the author has high hopes that board games can benefit the development of children's faith and be an inspiration for the development of meaningful religious educational media.

Surabaya, May 11, 2026

Author,

Hanung Sekar

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