

## **FINAL PROJECT**

### **DESIGN A CARDS GAME ON THE BIODIVERSITY OF ENDANGERED ANIMALS IN INDONESIA FOR AGES 15–21**

To fulfill partial requirements for obtaining a Bachelor's Degree (S-1)



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**STUDY PROGRAM OF VISUAL COMMUNICATION DESIGN**

**FACULTY OF ARCHITECTURE AND DESIGN**

**UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR**

**2026**

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**APPROVAL PAGE**

**DESIGN A CARDS GAME ON THE BIODIVERSITY OF ENDANGERED ANIMALS IN INDONESIA FOR AGES 15–21**

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Has been defended in front of the Examiner Team  
On: May 21, 2026

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**AGGREMENT PAGE**

**DESIGN A CARDS GAME ON THE BIODIVERSITY OF ENDANGERED  
ANIMALS IN INDONESIA FOR AGES 15-21**

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## STATEMENT OF FREE PLAGIARISM

I, the undersigned:

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Declare that this Final Project academic document does not contain any portions of other academic works that have been submitted to obtain an academic degree at a Higher Education Institution, and also does not contain works or opinions written or published by other individuals or institutions, except those explicitly cited in this document and fully listed in the bibliography.

I further declare that this scientific document is free from any elements of plagiarism. Should any indication of plagiarism be found in this thesis in the future, I am willing to accept sanctions in accordance with applicable laws and regulations.

I hereby make this statement in good faith, without coercion from anyone, and for use as intended.

Surabaya, May 21, 2026  
Who Made The Statement



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## **ABSTRACT**

Indonesia is known as an archipelagic nation with approximately 17,000 islands. Geographically, Indonesia is located between two continents (Asia and Australia) and two oceans (the Pacific and Hindia Oceans). This geographical location creates natural migration routes that allow species from other countries to seek more suitable habitats and move via water or land routes. These species enter and settle in Indonesia's biodiverse habitats, making Indonesia the second-most biodiverse country in the world after Brazil.

Data collection for this card game design used a descriptive qualitative method, comprising interviews, observations, and focus group discussions (FGDs). The design method used was the iterative design method introduced by Jesse Schell. This method emphasizes that good games are produced through an iterative development process, where each version is tested directly by players and refined based on suggestions and feedback from those who have tried it.

The result is a competitive, educational, and fun card game. Titled "Wild Guard" the game focuses on animals guarding and protecting their habitat from human threats. The brief narratives detailing the unique facts on the cards are expected to educate and foster interest and awareness of endangered animals in Indonesia.

**Keywords:** Card Game, Educational, Endangered Animals, Interactive

## FOREWORD

All praise and thanks to Allah SWT, the One and Only God, who has bestowed His mercy, blessings and guidance, enabling the completion of this Final Project titled “Design of a Cards Game on the Diversity of Endangered Animals in Indonesia for Ages 15–21” I hoped this game will serve as an entertaining yet educational medium about the rare animals found in Indonesia and capture the interest of teenagers aged 15–21. On this occasion, as the author of this design report, I would like to express my deepest gratitude to all parties involved and associated with this project for the time and assistance they have provided to complete this design. I extend this gratitude to::

1. Allah SWT, the Most Merciful and Most Compassionate.
2. To my parents, I express my deepest gratitude for all the love and care you have given in raising and guiding me from childhood until now, enabling me to continue striving toward my dreams and aspirations. I also thank you for your support in every aspect and for the prayers you have offered for me.
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Surabaya, 30 April 2026



Steven Handoko

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