

CHAPTER 5

CONCLUSION

5.1. Conclusion

The design of the board game "Aku Harus Apa? AHA!" was developed as a social-emotional learning tool for children aged 5–6 years. This design was motivated by the limited opportunities children have to learn empathy and prosocial behavior through direct social experiences, while early childhood education (PAUD) still tends to be verbal and focused on academic aspects. As a solution, the game was designed using a role-play approach, social narrative cards, prosocial action cards, emotion recognition activities, and an interactive visual reward system. Through this game, children are encouraged to understand emotions, interact, and determine prosocial actions in simple social situations. The design outcome is a non-digital learning medium that helps children practice empathy and prosocial behaviors—such as helping, sharing, cooperating, comforting, and volunteering—through fun and interactive play experiences

5.2. Recommendations

The "Aku Harus Apa? AHA!" board game can still be further developed, particularly in terms of the variety of narratives, game activities, and visual design to make the play experience more diverse. Additionally, longer-term testing is needed to examine the game's impact on children's empathy and prosocial behavior development in greater depth. For teachers and facilitators, this game is expected to serve as a supportive medium for social-emotional learning that involves children's active interaction and participation. The presence of a facilitator during gameplay remains essential to help children understand the contextual situations, emotions, and prosocial actions that arise while playing.