

## **ABSTRACT**

*This final assignment made a Board game who called sang pemimpin to show up the value leadership to adolescent.*

*Be based on beginning observation know that adolescent already enough know about leadership but still not yet optimum. In that case seen from interest extracurricular who training leadership like scouts, waver group less interest because the reason too discipline and many more, learning system at school (like interactive discussion) not yet optimum to the students, influence from west culture which less filter, environment and benefit from technology not use well by teenagers who cause faded value of leadership like discipline, responsibility, and etc.*

*Theory use in this design is Board Game theory, leadership, about adolescent, and visual communication design. Collecting data method use with literature study dan field study (interview, observatiion dan questionnaire). And for research method use with visual communication design method.*

*Require media solution effective to show leadership value to adolescent. And doing make this Board game, have hope for give some ambience playing very interested and give interactive education, with the result adolescent besides get fun in playing but adolescent have take value or message in this Board game.*

**Keywords :** *board game, leadership, adolescent, visual communication design.*