

ABSTRACT

Character, social, and religious problem are fundamental things in our life. However, people don't think that these things are important for them. Personality is built since someone was a kid, and turn into a foundation when someone growing up. In globalization era parents are getting busy with their activities, and have no time to pay attention about how their kid's character built. Their bustle is often used to less communicate with their kids and let them spend their time with the gadget. Even though, there are many negative content can access without enough attention. Combining education theory for kids, character building, and religious knowledge also visual communication design theory, the writers tried to create a final project task to respond this problem. This project is formed as a board game that fits with kids, because kids are really like to play. This game is referred to Al-Qur'an and hadist, the source of Islamic knowledge, that package with reliable, nowadays social problem. Through this project, writers try to make people having more awareness with this problem. Writers using qualitative research methods trough interview process with an expert and practitioners, and also refer to recommended sources, to make relevant problem solving. The data is analyse with SWOT matrix. The writers hope that this project can make many kids have a good foundation for facing the negative effect of globalization.

Keyword : *Board Game, Education Media Islamic Character, Kids.*