

ABSTRACT

Indonesia has a multicultural one traditional game which is scaled from the ancestors to the next generation. As the development of the times and the traditional game technology has now been started into oblivion. It is very difficult nowadays to find kids who play traditional games in their spare time, especially in big cities like Bandung.

But now they choose to play the game digital versatile, because the traditional game is considered out-of-date and does not follow the development of the times. Whereas traditional games have positive values contained therein.

Based on the results of the data have been obtained from observation, interview and study library, it needs a way to recognize and preserve Sundanese traditional game back to children especially in Bandung. That is to create animated motion graphic to get to know the traditional game of Sunda. From the results of the design of animated motion graphic expected children can recognize and want to try again to play the game of traditional Sundanese.

Keywords: Sundanese, traditional games, animation, Motion Graphic