

## **ABSTRACT**

*Passangers waiting in the waiting room consist of various ages, ranging from adults, adolescents, and children. The age of waiting children also varies, ranging from 3 years to 5 years. When waiting, children 3-5 years old will feel bored quickly, but in the waiting room there are no play facilities for them. But seeing the number of train passangers carrying children, the facilities at the station need to be added with play facilities that will be placed in priority seats. The purpose of this design is to give additional play facilities for children of board type games that can be combined with priority seats that have been available in the station waiting room. The method used in this design is direct observation. The data collection technique carried out in this design is qualitative analysis. The result of this study are children's play products in the form of play board that is integrated with priority seats in the waiting room.*

*Keywords: Passenger, Play facilities, Station.*