

ABSTRACT

Pawukon is the science of *wuku* (a week in Java and Bali) which is part of the Javanese calendar that inherited from generation to generation. One *wuku* consists of 7 days also there are 30 *wuku* in total. The date calculation on the Javanese calendar has a function, among others, as a guideline to determine the day is good or bad, predict the compatibility of lovers to read the predictions. However, not many Javanese people, especially teenagers know about *Pawukon*. Because it is quite difficult to understand and many people don't believe in myths. Besides that, there is also no media learning about *Pawukon* other than books. In this design, the aim was to introduce *Pawukon* among the Javanese people, to improve *Pawukon's* existence for the community, and to become an interactive and fun learning media that could be used to introduce *Pawukon* to teenagers. The method used in this design is a qualitative research method carried out by observation, interviews, and questionnaires to respondents. While the data analysis used is the SWOT analysis. Based on the data collection conducted, the author concluded that the media to be designed is a board game. Players will learn how to search for *dina*, *pasaran* and *wuku* for *Pawukon*. And collect the conditions listed on each time. Media board games are chosen as interactive media that can invite players to know *Pawukon* is a fun and interesting way. Also, the benefits obtained were more and more players, especially teenagers who knew and cared about *Pawukon* in the Javanese calendar.

Keyword: *Pawukon*, Javanese Dating, *Board game*, Game, Culture