

ABSTRACT

Corruption is now quite a rampant in Indonesia. Various kinds of media have revealed depravity that has occurred within Indonesia's government. Corruption in Indonesia seems hard to eradicate and is still concerning until now. Even the younger generation had committed the crime of corruption. Therefore, we need a medium of learning for adolescents so that they know the anti-corruption attitudes. Due to lack of entertaining anti-corruption education media, the author aims to make a card game as a medium of anti-corruption education. The design of the card game adapted from literary works "Shui Hu Zhuan" because the characters in these works has many positive values that can inspire the younger generation. The process of collecting data on the design of card games using qualitative methods of literature study, interview and observation. Hopefully, this card game design will be an entertaining and fun anti- corruption education media for the younger generation.

Keyword :Corruption, Education Media, Card Game, Literature Work.