

## **ABSTRACT**

### **EDUCATIONAL BOARD GAME AS INSTRUCTIONAL MEDIA TO DEVELOP READING INTEREST OF STREET CHILDREN IN BEKASI**

Reading is an important activity undertaken by a young man to shape his character. Based on data from UNESCO, the percentage of reading interest Indonesia was recorded at 0.01. This low percentage is not only found in people in Indonesia who received formal education but also for street children. Koppaja is a community that is engaged in education for street children, experienced the same problem when researchers conducted field observations there. The high mobility and lifestyles, causing irregular street children in Bekasi is finally not have a need to be read despite having been accommodated by Koppaja long time. Educational games is considered effective to provoke their enthusiasm in learning so I took the initiative to make Board games titled "Patriot Quiz" for street children adolescents aged 9-13 years as a supplier of learning as well as efforts to encourage the growth of interest in reading them. The design of this Board games using some qualitative research methods in data collection and analysis methods SWOT and ROT. Through the concept of adventure story approach and the value of patriotism in Bekasi and with a rough cartoon styling is expected to become brand new and fun learning media for street children, especially in Bekasi.

**Keyword:** Learning Media, Reading Interest, Street Children, Educational Games, Board Games, ROT