

Abstract

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Game is a children activity in order to achieve perfection of their development. Paper is one of the instruments played by children. As the children's ages come forward, the paper has been replaced by video games. Because parents easily facilitate their children with gadgets, that make them more interested. Although video games not always have bad impact, but play using the paper or origami could be have more creative and imagination impact on the children development.

Based on the data obtained through methods of interview, observation, literature study, and concluded using analysis matrix, a way is required to show and preserve paper-based children's games. That way is by designing a pictorial storybook about it in order to make children fond and interested.

Through this pictorial storybook design, the children are expected to learn, create, and also playing games using the paper as a play tool, that indirectly can stimulate mindset, imagination, and creativity. It also can grow parents' awareness that paper based games or origami can do many positive impacts on their children.

Key words : Picture Story Book, Children Games, paper Games, Origami.