

ABSTRACT

Of the many types of games that exist, there are games that have been passed down through generations, namely traditional games. One of these traditional games is a marble game that many Indonesian children have played since the estimated 16th-19th century. But the game that used to be very often encountered, its information and existence has been slowly disappearing from the public at large.

This design was created in the hope of preserving marble games, and other types of traditional games. Based on the results of questionnaires, library studies, and observation that has been done, webcomic as a media is an effective one to disseminate information and attract public curiosity, especially among young people, so that the existence of this hereditary legacy can still be properly maintained.

Keywords: Design, Game, Traditional Games, Marbles, Webcomic