

ABSTRACT

Game is one of the entertainment that could reduce boredom, usually done to divert attention from the recent activities. One of the most popular types of games for children today is video games because they have attractive graphics and easy to play. Besides that, some video games always creating events that require players to come back and finish the quest to get the prizes. Designing a prototype of a traditional game website for community Hong could be the solution to balance that domination because they have a positive impact on physical and mental development for the child, Hong community also could reach a wider target especially a teenager in Bandung City. The design is based on five topics, that is traditional game, graphic design, website, UI & UX design by interviewing the relevant practitioners. Then, the data that has been obtained would be analyzed to help the process of designing a prototype and making the right solution that suits the goal.

Keyword: *Hong community, traditional game, website.*