

ABSTRACT

Silat Beksi is one of the many schools of martial arts spread throughout Indonesia. This style of silat developed in the Betawi community around the Jabodetabek area. However, the diverse communities in the region require Silat Beksi to adapt in order to compete with other cultures to attract public attention. As a tradition that requires physical activity, Silat Beksi is also difficult to learn and disseminate because most of its schools are scattered in the Jabodetabek area. Therefore, designing a board game to preserve Silat Beksi can be one of the solutions in maintaining the existence of this culture. Through the creation of this board game, it is hoped that the name and appeal of Silat Beksi can be recognized by many people more widely and more easily. This research was conducted on the basic theory of Visual Communication Design and board game using qualitative data collection through the process of interviews, observations, questionnaires, and literature studies. The data that has been collected is then processed to obtain information related to Silat Beksi culture and board game which is then processed to be applied to the creation of board game that is attractive and can display the appeal of Silat Beksi to the wider community.

Keywords: Pencak Silat, Silat Beksi, Educational Media, Board Game