

**ABSTRACT**

**DESIGNING A TRACING BOARD  
TO IMPROVE SUNDANESE VOCABULARY  
FOR 4-6 YEARS OLD CHILDREN**

By:

**ERI APRIANTO**

**NIM: 1602190055**

**Product Design, School of Creative Industries,  
Telkom University, Bandung, 40257, Indonesia**

**E-mail: [eriaprianto@student.telkomuniversity.ac.id](mailto:eriaprianto@student.telkomuniversity.ac.id)**

*Language is one of the most important forms of culture that is passed down from generation to generation. Because language allows us to communicate with each other, and it can also be a symbol of a group. Of course, considering the very important role of language, we must continue to maintain the existence of languages, including regional languages. As time goes by, young people's interest in using local languages is starting to wane. A survey conducted revealed that in Bandung alone, around 47% of children are not fluent in Sundanese. The purpose of this study is to determine the effect of using educational toys, namely Sundanese language search boards on kindergarten children, especially in BPP-Anggrek Kindergarten, Sumedang Regency, where some students are not fluent in Sundanese. In this study, qualitative research methods were used, and UCD (User-Centered Design) was used as the design method. Observation, interview, and literature research were used in the research method. The result of this design is an educational toy in the form of a simple tracing board game for preschoolers with Sundanese language content.*

*Keywords : Kindergarten, Sundanese, Educational Games, Tracing Board*