

ABSTRACT

Everyone must have had early childhood experiences, at this very moment playing a crucial role in the determining of human qualities. At this time a child will fill his spare time by playing with his peers, playing it is a comprehensive fulfillment activity capable of influencing a child's attitudes and skills. Traditional games are often played by children in a area as a legacy. Its cultural value suggests cultural preservation and supports its sequel. In today's digital age, information technology and communication are becoming an innovation that can benefit in many ways, such as entertainment advice. These features are accessible through devices such as *smartphones, tablets, we browsers and laptops*. In an age where man-made mechanics and electronics have been replaced by new technologies that make it easier and better for humans, but it has influenced the cultural values of indonesian, particularly the games children play. In fact, these phenomena are growing from popular culture primarily fueled by degradation, so the potential for significant economic, social and cultural impact has not been developed. It means that the cultural society that is no longer familiar with local wisdom is different from the environment in which people try to harness the culture of their daily lives. But local cultural values that are lost in society today have been lost as a result of changes in young people's behavior, so that traditional games are rarely played in the digital age. In the form of art it can convey a sense of memory based on the characteristics of its objects. In capturing visuals from objects *Audiovisual Immersive* to create a corrosive experience to create a memorable blend of art and technology, *Light Art*, and *Sound Art* to a installation visual. Replaying traditional games in the *Sculpture* with reflected light projections to produce an intricate shadowy game on the wall of space.

Keywords: Game, Traditional Games, Child Psychology, Childhood, *Art Installations, Light Art, Sound Art, Audiovisual Immersive, Installations Art, Sculpture*