

ABSTRACT

The Singaparna people's resistance to Japanese colonialism is an example of a historical battle that took place in West Java during World War II. This resistance was led by religious figure K.H. Zainal Mustafa due to the Seikirei ceremony which was contrary to the Islamic teachings adhered to by the Singaparna people. However, due to the lack of media that discusses the Singaparna people's resistance, this history is starting to be forgotten. Therefore, the design of the board game is aimed at introducing history and can be a solution in maintaining the values that exist in the history of the Singaparna people's resistance. Through the creation of this board game, it is hoped that the attraction of history can be known to the general public in a comprehensive and practical way. This board game was designed based on educational media theory and also Visual Communication Design theory with various stages in data collection. With the data that has been collected, the history of the Singaparna people's resistance is processed so that it can be applied to a board game so that it can display historical appeal to the wider community.

Keywords: History, World War II, Singaparna People's Resistance, Educational Media, Board Games