

ABSTRACT

DESIGNING A SUNDANESE MYTHOLOGY BOARDGAME FOR TEENAGERS AGED 15-18 YEARS.

Sundanese mythology is a narrative that contains values, symbols, and messages related to life, beliefs, and the wisdom of the Sundanese people. In its dissemination, Sundanese mythology has several types of stories, whether it be the creation of the universe, gods and goddesses, supernatural beings, the origin of something, or even a prohibition. Despite the wisdom contained within, many Sundanese people have begun to abandon these myths as they no longer fit in the modern era. In this case, the author seeks data on Sundanese mythology through qualitative methods, prioritizing interviews and supported by questionnaires to teenagers aged 15-18 years in Bandung. The results of the interviews and questionnaires indicate that within a mythology, there is much wisdom that people are now beginning to forget because it is considered too frightening and not relevant in the present time. Therefore, the author proposes an innovation of a board game media for teenagers in Bandung because it is still considered relevant to spread information about Sundanese mythology efficiently and enjoyably.

Keyword : Sundanese, Inovasion, Board game