

ABSTRACT

BOARD GAME DESIGN AS LEARNING MEDIA TO INCREASE STUDENTS NUMERACY AND SCIENCE LITERACY INTEREST AT SDN 104 LANGENSARI SENANGGALIH

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According to data from the Directorate of Primary Schools (2023), numeracy literacy is the proficiency related to basic mathematics for solving practical problems in various everyday life contexts. Meanwhile, scientific literacy is the proficiency to understand natural and social phenomena and make appropriate decisions based on scientific evidence. Numeracy and scientific literacy skills contribute significantly to social, economic, and individual or community well-being. These skills are crucial for the progress and development of a nation. However, the results of the PISA (Programme for International Student Assessment) followed by Indonesia indicate that the numeracy and scientific literacy scores of Indonesian students have not yet reached the average scores set by PISA. This is also validated by Mrs. Adhiani, the homeroom teacher of Grade IV at SDN 104 Langensari Senanggalih, who states that the numeracy and scientific literacy skills of students are still below the minimum competence. This is due to several factors, including the lack of interest of students in participating in literacy activities. Therefore, this research aims to create learning media that can enhance students' interest in numeracy and scientific literacy. Educational tools in the form of board games can be a solution to increase students' motivation in carrying out numeracy and scientific literacy activities. This research uses qualitative and R&D methods. Through this research, it is hoped that effective solutions can be provided to increase the interest in numeracy and scientific literacy among students of SDN 104 Langensari Senanggalih.

Keywords: *Numeracy literacy, Scientific literacy, Learning media, Board game, Primary school.*