

ABSTRACT

History is an important knowledge that is the root of civilization and social norms. Unfortunately, many people today are less familiar with history and past figures, especially from their own nation. According to Budi Darmo (2022). Board games are not only a medium of entertainment, but also an interesting educational tool that can hone thinking skills. Therefore, the design of this board game targets young adults aged 18–22 years. The design uses a qualitative method, with data collection through interviews with sources and related experts. There are four main elements in designing a game, namely narrative, mechanics, aesthetics, and technology. The adaptation theory used is Linda Hutcheon's theory, which views adaptation as a creative process that produces new meanings, not just reproduction or copying of works. Visuals are an important aspect in board games, the results of this design use a semi-realistic illustration style with a dynamic, dramatic, colorful splash art format, and contain storytelling. The final result is a competitive board game with a battle strategy theme, played by two people to get the most points. This board game carries the theme of the Pajajaran Kingdom and its historical figures, with the aim of educating and introducing the history and culture of Nusantara through interesting and interactive media. It is hoped that this design can increase the interest of the younger generation in local history and national culture.

Keywords: board game, Nusantara, kingdom, pajajaran, illustration, semi-realistic, splash art