

ABSTRACT

The rapid development of social media has led to a decline in morals and ethics among the younger generation. The ease of communication through social media has resulted in a loss of awareness regarding the importance of etiquette in society. However, boring learning methods make teenagers less interested in lessons, especially those not included in their curriculum. In fact, etiquette and social skills are essential for their future in both society and the job market. This study aims to design a board game as an effective yet enjoyable learning tool to enhance social skills, particularly knowledge of etiquette among teenagers. The design method used in this study is Design Thinking. The results indicate that the designed board game can improve students' communication skills, cooperation, and empathy.

Keywords: Board game, Learning, Etiquette, Teenagers, Enjoyable, Communication, Cooperation, Empathy