

Game Design for Children to Introduce Indonesian Folk Tale Timun Mas and Improve Social Network by Using Methode of Board Game

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Abstract — Many theme game circulated in Indonesia but not suitable with the character and culture of the nation. The design is to create a board game with folklore themes Timun Mas. The purpose of this board game is to build character and culture of the Indonesian people, especially children. As a result, the pitfalls of cucumber seeds, needles, salt, and bamboo can be applied in an interactive board game as the original story Timun Mas. On the other side, the story which is applied in the game such as setting the points in order to sustain life of Timun Mas or Raksasa give lessons for players of mathematics or calculations, decision making, mental readiness, and social interaction. Introduction to Timun Mas as theme games also give lessons for players to know the story which is owned by the Indonesian cultures

Index Terms—game board, Timun Mas, Character and Indonesian Cultures

L INTRODUCTION

Along with the development of information and communication technology, many theme game circulated in Indonesia do not reflect the character and culture of Indonesia. It is feared could reduce and damage the morals of Indonesian children. This research is about drafting the board game with the theme "Timun Mas". According Woodward (1997:208) board game is a game that uses a counter (pointer) is placed on, removed from, or driven on board. Timun Mas is a folk tale presented by generations through oral. Mas cucumber was chosen because this story includes an interactive game and requires a strategy or tactics of the players. In addition, players also learn to calculate mathematically. In terms of social interaction will occur between the players, learn to respect, and fairplay. Therefore, the design is expected to introduce the folk tale of the Indonesian people to children so the tale of the Indonesian people will still going to stay alive in the future. in the other hand it is also can improve the quality of social networks on youth, especially children.

Originally the game was made for just a simple game that tests agility or speed or reaction speed players. In its development the game was able provide various types of games (genres) (Her 2005:2). We picked the game board game bas-

because most children can learn better through activity or activities. Activity play board games can be one effective alternative to improve the intelligence of children. Board games are not just a fun game, but also an excellent educational tool for children because of board games to teach many things. In fact, if the board game was introduced before the children reach school age, board games can teach them some valuable skills. Playing these games can make further preparation their study for their school lessons. In general, board games can train the basic skills of reading and math because children, through the cards or dice that a component (other than the board and pieces), a board game. Children can also learn discipline through playing board games because they have to play that way and take turns playing in a set of rules to be followed. (www.kumara.com accessed February 9, 2011).



Figure 1 Flowchart of Timun Mas and Raksasa board game

On some of the classic board game, children can play it before they can read or count (Waise 2002:14) The design is limited to Timun Mas story with two players (actors), Timun Mas and Raksasa who played the board game. Design method used is an interactive board game between Timun Mas and

Model design of this game are (1) Determine the form of arena game (2) Placing where a pawn Timun Mas and Raksasa (3) Placing where deer and a treasure chest (4) Timun Mas in action (5) Raksasa in action (6) End of game. II. DISCUSSION AND RESULTS This design uses devices which are: arena board, tokens, dice side 6, and pawn Cucumber Mas and Giant.

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Figure 2 Arena of Board Game



Figure 3 Blockade Block/ Barrier Token



Figure 4 Pitfall Token



Figure 5 Deer and Treasure Chest Token

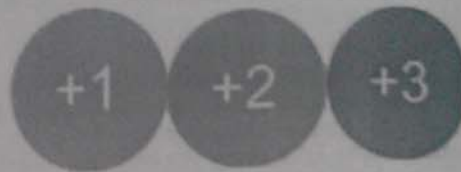


Figure 6 Point Token

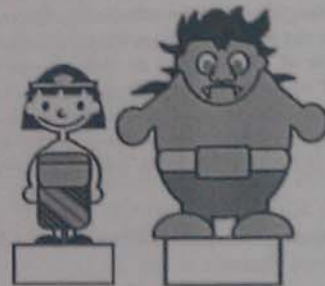


Figure 7 Pawn of Timun Mas and Raksasa



Figure 8 Lifepoint token

From the design that has been described previously, the results achieved as follows:

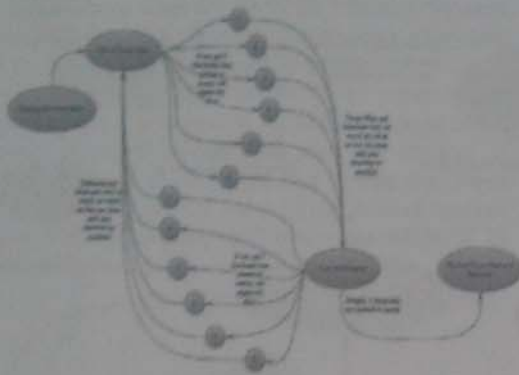


Figure 9 Flow Chart of Placing Arena Formation

Timun Mas and Raksasa began to determine the gaming arena. To create a barrier in an arena, take turns beating each dice to determine the position of obstacles with the number of boxes according to the number of dice and put in the arena at any position. Interactions like this can create a sense of fairness amongst. Both also learn tolerance as the rules are made.

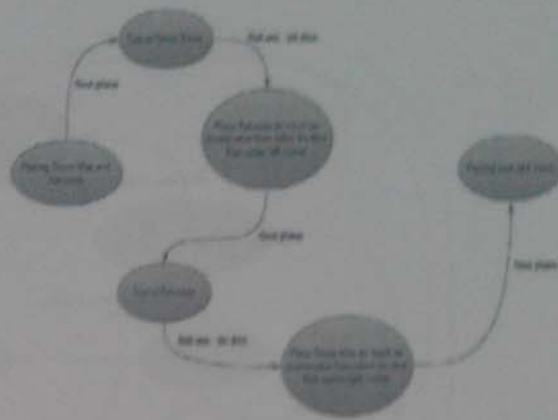


Figure 11 Flow Chart of Placing Pawn of Timun Mas and Raksasa

On figure 11 explains that the Timun Mas and Raksasa determine the position of each pawn. The first turn is Timun Mas. Timun Mas roll the dice to determine the position of the Raksasa, which position is double-values number of dice from the box on top left corner of the arena.

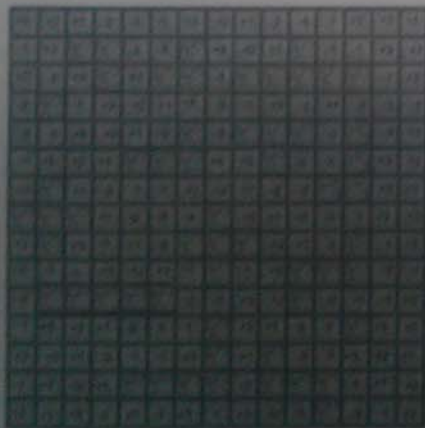


Figure 10 Arena board game with barrier

Next Timun Mas and Raksasa begin determine the location of each piece in turn.

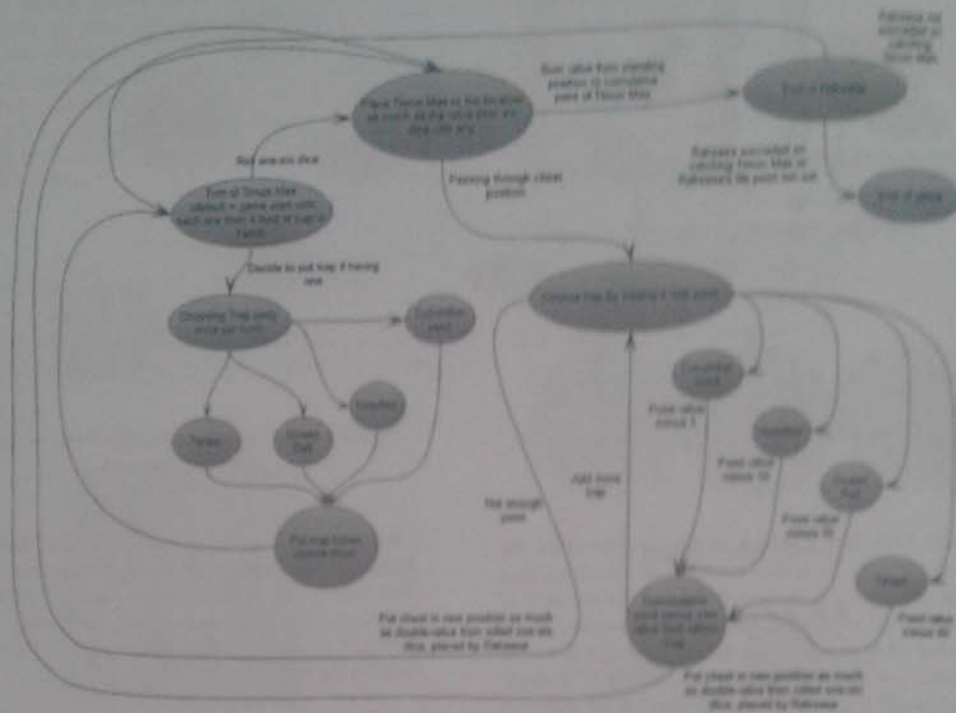


Figure 12 Flow chart of Timun Mas turn on game

The second turn is Raksasa. As is done by Timun Mas, Raksasa roll the dice to determine the position of some values. Timun Mas place pawn of Raksasa by double-value of the dice from the box bottom right corner of the arena.

After they determine the position of each, then the next step is to determine the location of deer and treasure chest.

This step starts from Timun Mas who throws the dice to determine the position of the deer from double-value of the dice start from the position of Raksasa pawn. It is repeated until all deers set in position the default number for deer is 2. Next turn is, Raksasa roll the dice to determine the position of a treasure chest of double-values of the dice from a position of Timun Mas Pawn. It is repeated until all chest set in position the default number for chest is 3. If all is fulfilled then the next step, is to enter the game.

To avoid fraud from each player. Positioning deer (as the food giant) is determined by the Cucumber Mas. Conversely, a treasure chest positioning is determined by the Giants.

It also creates the courage to accept the risk (good or bad) because each player. This will train someone in the face of mental any issues in life.

After all item is set then its time to start the play. Each box in this board contains value points (increases and decreases), their points for trade is determined by cumulating their points on each every step in the low

board (which consists of the values of points). Raksasa step are using two dice roll at once and Timun Mas step only using one dice.

In the start of game, Timun Mas equipped with each one of four kind of traps: cucumber seeds, needles, salt, and shrimp paste (terasi). While the Giants equipped with 100 lives. If Timun Mas decided to install the trap/pitfall, she can set a trap for which she wants and choose the type of trap that she wants.

If not then Timun roll the dice to get to the location according to the value stated in the dice with an arbitrary direction. If the dice are thrown deliver her stride into a treasure chest, then Timun Mas can exchanged her points.

These points can be used to buy four traps that cucumber seeds, needles, salt, and shrimp paste.

If you buy a cucumber seeds then reduced by 5 points, if you buy needles then the value of minus 10 points, if you buy salt reduced the value of the points 25, and if you buy shrimp paste point value minus 40.

Furthermore, Timun Mas can continue walking in accordance with the final results of the throw of dice.

After the process of buying a trap, then the chest will be moved by Raksasa in accordance with the double-valued of thrown dice by Raksasa

Similarly, if Timun Mas not buying a trap, then proceed in accordance with Timun before step

Here Timun Mas install the pitfalls to avoid being attacked by Raksasa. If Raksasa managed to catch Timun Mas, then the game is finished. Conversely, if

Raksasa did not catch Timun Mas, then the game continues.

If the Giants want to add to his lifepoint, he must eat the deer that was taken (in preparation). One meal of deer, the giant life increased 10 points.

Giants threw a number of two dice simultaneously. Furthermore, the Giants stepped to the location, as stated in the two dice are thrown. If Raksasa step the box where the deer is, then the Giants can trade points with the value of the desired number of deer. This redemption will reduce the value of 20 points multiplied by the number of deer taken.

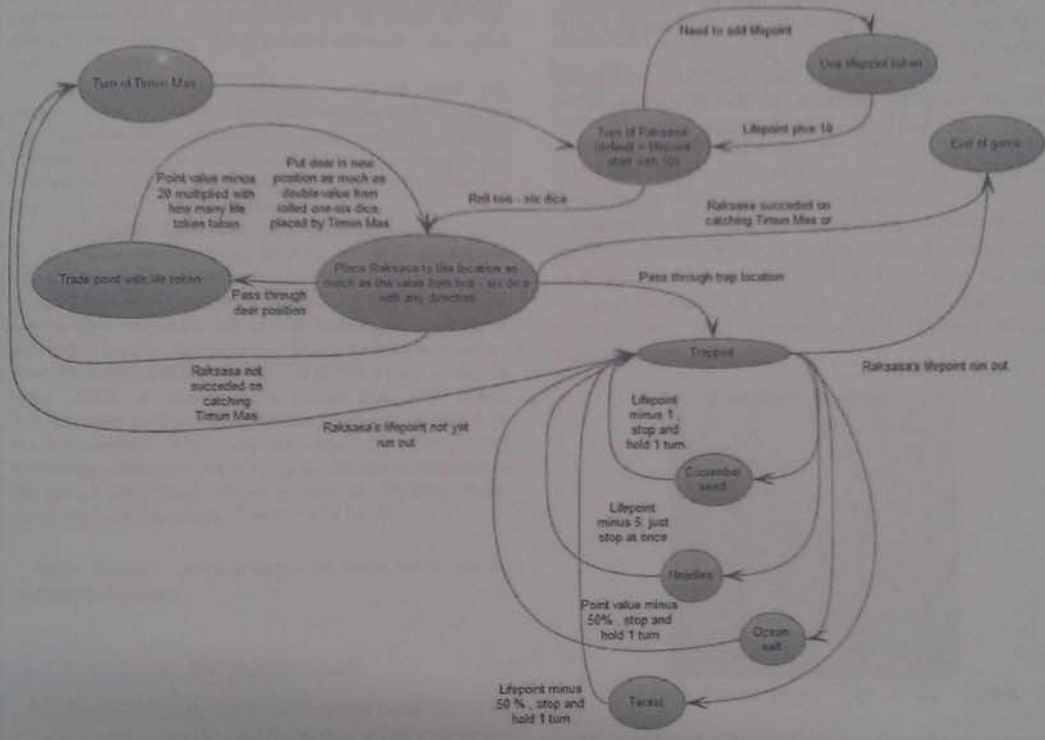


Figure 13 Flow chart of Raksasa turn on game

If the Giants managed to catch Timun Mas, then the game is over and win by Raksasa. Conversely, if the Giants past the pitfall traps in the form of seeds of cucumber, then his life is reduced 1 but stopped and held up a turn (Cucumbers Mas). If the passed trap in the form of a needle, then the giant's life is reduced by 5 but only suspended it. If the passed trap in the form ocean salt, then the value of points reduced by 50% and stopped one turn. Whereas if you pass through a trap in the form of shrimp paste then life is reduced 50% and stopped one turn. If Raksasa run out of lifepoints, then the game will be finished and t^h-

game was won by Timun Mas. Games like this give lessons to make a tactic or strategy in the face of difficulties or to achieve something. Players also get the learning of mathematics and calculation in managing finances.

II. CONCLUSIONS

From the discussion above it can be concluded that the design board game Timun Mas can be applied by techniques as with Timun Mas folktale. The pitfalls of cucumber seeds, needles, salt, and bamboo can also be applied in the game as the original story Timun Mas.

Games and stories that are applied in the game such as setting the points in order to sustain life of Timun Mas or Raksasa gives lessons to players, both from the mathematical, psychological, decision making, mental readiness, and social interaction. In addition, the introduction of Timun Mas as the story also gives lessons for players to know the stories of the Indonesian cultures.

We want to recommend that the next design of the upcoming board game can also be developed with other folk tale from Indonesian cultures.

This board games are also expected to be applied in the form of software as the development of information and communication technology.

IV. REFERENCES

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