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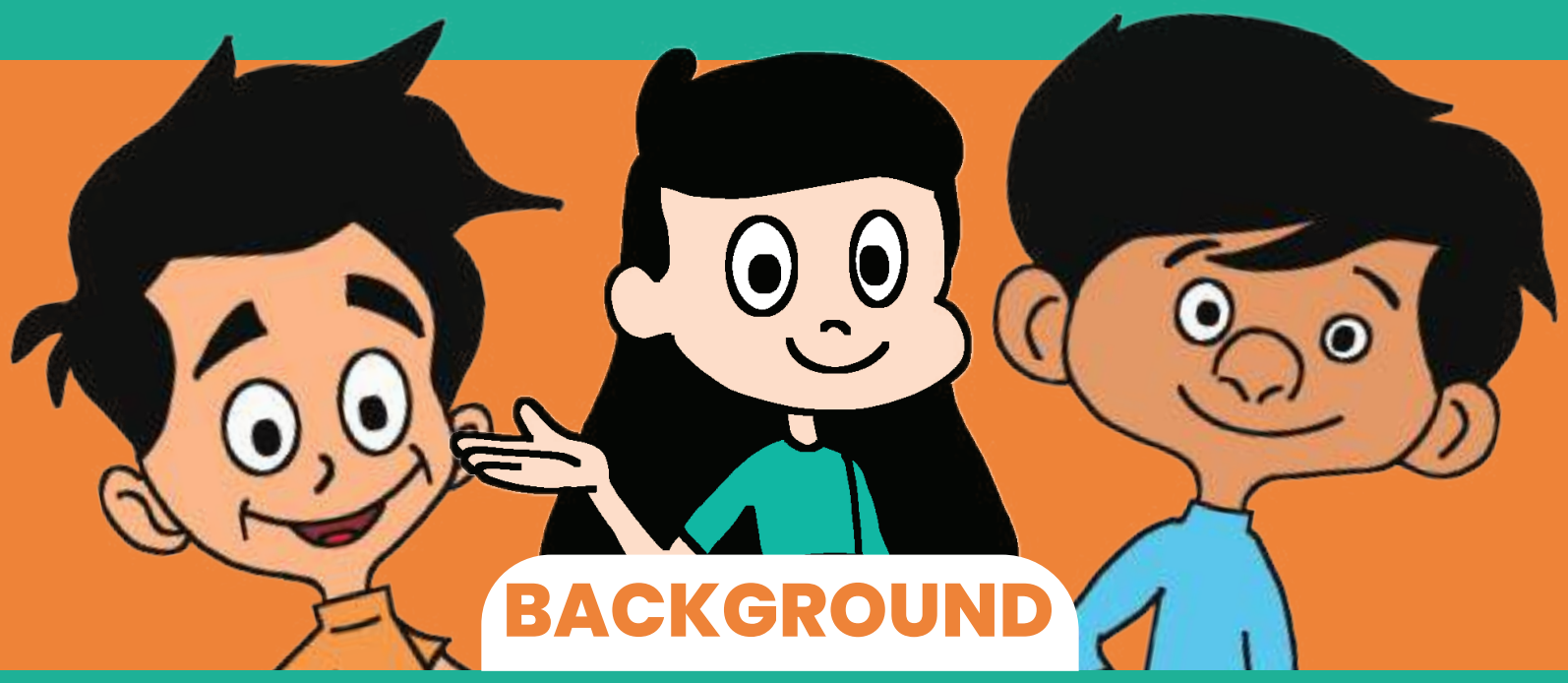
DESIGNING AN EDUCATIONAL BOARD GAME TO IMPROVE PUBLIC AWARENESS OF WASTE DISPOSAL AND SORTING



BACKGROUND

Waste is an unavoidable part of daily life, but unfortunately, awareness especially among children and teenagers about sorting waste properly is still very low. Many of them don't understand the difference between organic, inorganic, and other types of waste, even though sorting from an early stage is crucial for protecting the environment.

Even at school, where separate bins are already provided, students often get confused and throw their trash in the wrong place. This highlights the need for a more practical and engaging form of education. One effective way to address this is through games.

An interactive board game with appealing visuals can be a fun and effective learning tool. Through simple and enjoyable gameplay, children not only have fun but also learn how to identify and properly sort waste. The hope is that this habit of caring for the environment can grow from an early age and become a lasting part of their daily lives.

GOALS

The goal of designing this board game is to educate children aged 6–12 about the importance of sorting and disposing of waste properly. Through fun gameplay and engaging visuals, kids can learn without feeling like they're being lectured. The hope is that they'll easily recognize different types of waste and develop good habits from an early age, so environmental awareness becomes a natural part of their everyday lives.

DESIGN PROJECT "SADAR SAMPAH SELAMATKAN SEMESTA"

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DESIGN METHOD
DESIGN THINKING

1. Empatize
2. Define
3. Ideate
4. Prototype
5. Test