

ABSTRAK

Final Task subject is held by the Faculty of Art and Design of Maranatha Christian University as a part of curriculum, as a final challenge for the students. They are given chances to explore great ideas, transform the idea into concept, and to apply all skill, knowledge, and experience they have to realize it.

In this occasion, the student chooses to create a board game in order to increase children's interest in learning alphabet. The game developed from classic game, snake and ladder, with colorful colors. Beside of increasing intelligence, the game itself could train children to be more creative because children could actively play on a big board game. Inside the board game, there are number dices, letter dices, sandals, and also picture cards as an equipments for the board game.

In the end the student had to present the task to the docents, and defended the idea and the concept. The subject Final Task could be passed when the students achieve proper final score, according to established standards.

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DAFTAR PUSTAKA

SARAN DAN KOMENTAR DOSEN PENGUJI SIDANG AKHIR

UCAPAN TERIMA KASIH

DATA PENULIS

LAMPIRAN

DAFTAR GAMBAR

Gambar 2.1 The Royal Game of Ur

Gambar 2.2 Mancala Game

Gambar 2.3 GO Game

Gamabr 2.4 Mah Jong Game

Gambar 2.5 Colorwheel

Gambar 3.1 Logo Kummara

Gambar 3.2 Proyek Sejenis

Gambar 3.3 Layout dalam buku

Gambar 3.4 Kartu

Gambar 3.5 Kartu

Gambar 3.6 Kartu

Gambar 3.7 Ular tangga Indonesia

Gambar 4.1 Warna

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Gambar 4.10 Warna-warna logo

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Gambar 4.16 Gantungan HP / kunci dan payung

Gambar 4.17 T-shirt

Gambar 4.18 Pin dan stiker

Gambar 4.19 Packaging