

## ABSTRAK

Masih banyak orang yang belum mengenal *board game*, terutama *board game* Indonesia. Kebanyakan orang hanya mengenal jenis *board game* buatan luar negeri seperti halma dan monopoli tetapi jarang sekali orang tahu tentang adanya produk *board game* buatan Indonesia. Saat ini *board game* di Indonesia sudah berkembang, dengan tema-tema yang lebih mengeksplor muatan lokal yang dekat dengan masyarakat. Acara *board game* yang beragam di kota-kota besar dari mulai pameran, seminar, *workshop* sampai kompetisi nasionalnya dan industri *board game* bermunculan, terbukti sudah banyak pelaku industri kreatif yang serius menekuni dibidang board game salah satunya adalah Manikmaya Games, namun sampai saat ini Manikmaya Games belum mempunyai sebuah tempat yang benar-benar memfasilitasi para komunitasnya.

*Manikmaya Board Game Community Center* di buat untuk dapat memfasilitasi para komunitas manikmaya board game baik itu anak-anak, remaja, hingga dewasa untuk dapat bermain dengan menyenangkan. Dan menambah pengetahuan mereka tentang produk board game Indonesia. *Community center* ini akan dirancang dengan adanya fasilitas *café* dan galeri.

Kata kunci : Board game, community center, *café*, game Indonesia

## ABSTRACT

*There are still many people who do not know the board game yet, especially an Indonesia board game. Many knows that the only foreign-made board game are halma and monopoly but rarely people know about the existence of Indonesia-made board game product. Current board games in Indonesia has developed, with themes that are more exploring to a local content which is close to the community. Board game have a diverse events in major cities from an exhibition, seminars, workshops to national competition and board games industries are popping up, it is proved to have been many start up company that take this seriously of working in creative industries of board game like Manikmaya Games, but so far Manikmaya Games still has not have a place to facilitate it's community.*

*Manikmaya Board Game Community Center made for facilitating the community of manikmaya board game be it a children, teens, and adults to be able to play with happiness and increasing their knowledge about Indonesia board game products. This Community center will be designed with the on-site café and Gallery.*

*Keywords: Board games, community center, café, Indonesian game*

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