ABSTRAK

Wayang adalah salah satu bentuk kebudayaan Indonesia yang menawarkan nilai-nilai kearifan lokal, namun seiring perkembangan zaman, wayang semakin hari semakin dilupakan oleh generasi masa kini, terutama oleh anak-anak usia remaja. Era globalisasi, tak terbendungnya arus budaya luar, maraknya media permainan membuat anak-anak remaja semakin menjauh dari rasa kebanggaan akan nilai-nilai lokalitas. Berdasarkan studi kasus diatas, maka dibentuklah susatu solusi, yaitu implementasi board game berjudul Wayang Saga yang didasarkan pada tokoh wayang, yaitu Adipati Karna. Board game ini secara teknis dibuat menggunakan teknik digital painting, memiliki fitur mengajarkan nilai-nilai kebersamaan, perjuangan/ usaha keras, pengorbanan, dan loyalitas seperti yang ditawarkan oleh Karna. Dari hasil pengujian yang telah dilakukan, dapat disimpulkan bahwa nilai kearifan lokal yang ditawarkan secara tidak langsung dapat tersampaikan dan dapat dipraktekkan dalam permainan.

Kata kunci: Adipati Karna, board game, kearifan lokal
ABSTRACT

Shadow puppet was an originally heritage from Indonesia, which proposed some of local wisdom values. In other hand, day by day because of the negative impact of globalization, a lot of local wisdom values was forgotten by teenagers. Based on the reasons, after the author have researched, the teenager need a solution. The solution was implemented Wayang Saga as board game, which elevated Adipati Karna as an icon. This board game, was developed with digital painting technique, and had some local wisdom values, such a friendship, conquer, pengorbanan, and loyalty. From the testing that already done, it can be concluded that the local wisdom value and interaction value were practically done in the board game.

Key words: Adipati Karna, board game, local wisdom
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