

ABSTRAK

Kerjasama adalah aspek penting yang perlu diajarkan pada anak sejak dini, terutama pada usia remaja yang berperan penting dalam pembentukan kepribadian anak. Salah satunya dengan *outbound*, tetapi *outbound* memiliki kelemahan, dari situ dibuatlah media pengenalan pentingnya kerjasama yang praktis berupa *board game* dengan tema kerjasama dengan keunikan yang terletak pada cara memenangkan permainannya. Kemudian dilakukan analisis terhadap media sejenis berupa *board game* dengan mekanik *cooperative play* dan *companion app*. Hasil dari analisis digunakan untuk melakukan desain pada *board game* dan *companion app*. Desain *board game* dan *companion app* kemudian dibuat dengan adobe photoshop CS6 dan unity. *Board game* dibuat dengan mekanik *cooperative play*, *action point allowance*, *variable phase order*, *programmed movement*, *dice rolling*, dan *grid movement*. Setelah itu dilakukan uji coba dengan cara melakukan *blind test play* sebanyak tiga kali terhadap 10 peserta, kemudian peserta menjawab pertanyaan validasi, dari jawaban itu didapatkan kesimpulan positif bahwa *board game* yang dibuat dapat menyampaikan pentingnya kerjasama, komunikasi dan koordinasi serta dapat menarik perhatian dari peserta.

Kata Kunci: *board game, kerjasama, unite and fight, strategy game.*

Abstract-cooperation is an important aspect that need to be taught as soon as possible, especially to teenager which is an important phase of individuality shaping. One of the example of such activity is *outbound*, but *outbound* is difficulties to be prepared, thus a convenient media to introduce the importance of cooperation is made in the form of *board game* with unique point in how to win the game. After that, *board game* with similar mechanic and *companion app* analyzed. The result then used to design the *board game* and *companion app*. The design of *board game* and *companion app* then made using adobe photoshop CS6 and unity. The *board game* made with *cooperative play*, *action point allowance*, *variable phase order*, *programmed movement*, *dice rolling* and *grid movement* mechanic. After made then the *board game* tested by doing *blind test play* with 10 people, after that each participant will be asked to fill the validation questionnaires, from their answers in the questionnaire inferred that the *board game* has positive result, which is to tell the participant that cooperation, communication and coordination is important, also the *board game* could attract their attention.

Keywords: *board game, cooperation, unite and fight, strategy game.*