

PERMAINAN BOARDGAME MISTERI SEBAGAI MEDIA PENINGKAT KECERDASAN INTELEKTUAL MUDA DEWASA DI INDONESIA

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ABSTRAK

Perkembangan *boardgame* di Indonesia kian melesat dengan beragam macam tipe *boardgame*. Salah satu diantaranya adalah *smart games* dimana pada papan permainan tersebut terdapat beberapa aspek edukasi yang digunakan dengan tujuan meningkatkan kecerdasan seseorang dengan cara memainkan *boardgame* tersebut. Selain itu *boardgame* juga memiliki berbagai jenis alur cerita salah satu diantaranya adalah *mystery, bluffing*. Dalam alur cerita tersebut, permainan menggunakan alur cerita misterius untuk memberikan suasana seram dan tegang, dimana salah dari seorang pemain berkhianat sehingga dapat meningkatkan ketertarikan seseorang dalam memecahkan masalah tersebut sehingga pemain dapat mengalahkan pihak yang jahat. Sehingga, peneliti mengambil *genre boardgame* bernuansa misterius berbasis edukasi agar dapat membantu meningkatkan kecerdasan intelektual muda dewasa di Indonesia tanpa mengundang rasa bosan akibat *smart games* cenderung tidak memiliki *storyline* sehingga *game* terkesan membosankan. Untuk pengelolaan data, peneliti menggunakan studi produk eksisting, artikel, jurnal, survey berupa kuesioner beserta *IDI (In Depth Interview)* agar dapat lebih mengetahui produk *boardgame* seperti apakah paling diminati oleh muda dewasa di Indonesia. Proses desain yang dipakai mengambil *color palette* dari 2 film berjudul “Da Vinci Code” dan “Inferno”. Hasil dari penelitian ini adalah 1 *set boardgame* bertema misteri dengan mengangkat aspek edukasi mengenai pengembangan kecerdasan intelektual.

Kata Kunci : *boardgame*, misteri, kecerdasan intelektual, permainan edukatif.

MYSTERY BOARDGAME AS A MEDIA TO HELP INCREASE INTELLECTUAL QUOTIENT FOR YOUNG ADULTS IN INDONESIA

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ABSTRACT

The development of boardgames in Indonesia are increasingly fast with various types of boardgames. One of them contains smart games, where there are several educational aspects that are used with the aim of increasing one's intelligence by playing the board game. In addition, the boardgame also has various types of storylines, one of which are mystery, bluffing. In the storyline, the game uses a mysterious storyline to provide a spooky and tense atmosphere, where one of the players betrays so that it can increase someone's interest in solving the problem so that the player can defeat the evil party. So, the researchers took the boardgame genre with mysterious nuances based on education in order to help improve the intellectual intelligence of young adults in Indonesia without inviting boredom because smart games tend to have no storyline so that the game seems boring. For data management, researchers used studies of existing products, articles, journals, surveys in the form of questionnaires along with IDI (In Depth Interview) in order to find out more about what kind of board game products are most in demand by young adults in Indonesia. The design process used took the color palette from 2 films entitled "Da Vinci Code" and "Inferno". The result of this research is 1 set of mystery-themed boardgames by raising the educational aspect regarding the development of intellectual intelligence.

Keywords: *boardgame, mystery, intellectual quotient, educational game*