

ABSTRACT

FAKULTAS TEKNIK PERENCANAAN DAN DESAIN

PROGRAM STUDI PENDIDIKAN DESAIN PRODUK

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**PERANCANGAN BOARDGAME SEBAGAI MEDIA EDUKASI BUDAYA GEMAR
MENABUNG**

Saving money is a positive attitude which must be planted early in children. In this particular is how to introduce and cultivate the habits of saving for a child love to be able to have a subconscious desire to saving. In which at the moment, we know of the benefits from savings habits since early for the future of. This design of aims to review how to find an media that is able to become a means of communication within the families to easier submission of culturally of planting in children loved to saving, so saving become something that is not a burden. Moved from this, there was made an boardgame, with a theme of saving. That can build a simulation of finance circulating which can be easily in everyday social lives.

So with this boardgame form the design of educational, cultural, private saving in the child will does not straight fixed in subconscious. With more ways effective and efficiently the economy may also make an impact well current and in time to come

Key words: Educative, Games and Saving