

ABSTRAK

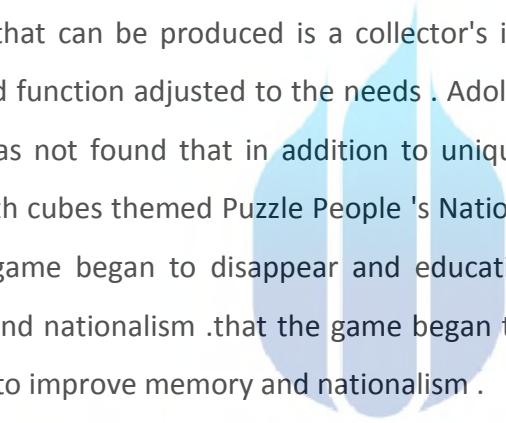
Puzzle adalah mainan menyusun gambar, gambar diacak terlebih dahulu. Sehingga seseorang mencoba menyusunnya di dalam bingkai dengan menghubungkan potongan-potongan kecil sehingga menjadi gambar utuh. Saat ini banyak produk yang dapat dihasilkan dari bahan dasar kayu, salah satu produk yang dapat dihasilkan adalah barang koleksi. Keaneka ragaman jenis kayu, desain maupun fungsinya di sesuaikan dengan kebutuhan. Remaja dan dewasa penyuka mainan unik masih belum menemukan permainan puzzle yang selain unik juga bisa mengedukasi. Dengan Puzzle Balok Kubus bertema Tokoh Pahlawan Nasional ini masyarakat diingatkan kembali akan permainan yang mulai hilang dan nilai edukasi didalamnya sehingga meningkatkan daya ingat dan nasionalisme.

Kata Kunci : Puzzle, Mainan Unik, Media Edukasi, Pahlawan Nasional, Remaja, Dewasa.



ABSTRACT

Puzzle is a toy jigsaw , randomized images first. So someone tried to put them in the frame by connecting small pieces so that a complete picture . Today many products that can be produced from raw material of wood , one of the products that can be produced is a collector's item . Diversity of types of wood , design and function adjusted to the needs . Adolescents and adults who like unique toy still has not found that in addition to unique puzzle game can also educate . Beams with cubes themed Puzzle People 's National Hero of society to be reminded that the game began to disappear and educational value in it so as to improve memory and nationalism .that the game began to disappear and educational value in it so as to improve memory and nationalism .

Keywords : Puzzles , Toys Unique , Media Education, National Hero ,
Teenagers, Adults .
The logo of Mercu Buana University features a stylized blue and white graphic element resembling a globe or a series of overlapping circles, positioned behind the university's name.

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