

# **CROSS CULTURE THE UNFINISHED GAME 3D PUZZLE (TENDER)**

## **ABSTRACT**

*Cross Culture The Unfinished 3D Puzzle Game (Tender) is a product of children's educational games in the form of 3D puzzle pieces, contains a cross-cultural aspect, the intention is that children can interact with each other between one child and another, and no be distinguished from cultural differences (ras, ethnicity, or socioeconomics). In the game system that is unfinished game or constructive play that can practice fine motor skills in children, so that they can build skills that require the ability to control small and fine muscles such as squeezing, grasping, or arranging the shapes of each puzzle piece, which has the purpose of building and building (constructive play) to be able to create a form of 2D or 3D objects. The product of Cross Culture The Unfinished 3D Puzzle Game (Tender) is a type of game unfinished game or constructive play that was first designed using environmentally friendly plastic foaming materials, the name is a Sponge EVA (Ethylene Vinyl Acetate). Cross Culture The Unfinished Game 3D Puzzle (Tender) game product type unfinished game or constructive play at a price that is relatively more economical, and affordable to the community and institutions, especially for the middle class.*

**Keyword :** *Unfinished Game, Conctructive Play, 3D Puzzle, Education play*

UNIVERSITAS  
MERCU BUANA

# **CROSS CULTURE THE UNFINISHED GAME 3D PUZZLE (TENDER)**

## **ABSTRAK**

*Cross Culture The Unfinished Game 3D Puzzle (Tender)* adalah sebuah produk permainan edukasi anak dalam bentuk kepingan 3D *puzzle*, mengandung sebuah aspek lintas budaya, maksudnya agar anak-anak bisa saling menjalin sebuah interaksi antara anak yang satu dengan anak yang lainnya, dan tidak dibedakan dari perbedaan budaya (ras, etnik, atau sosioekonomi). Pada sistem permainannya yaitu *unfinished game* ataupun *constructive play* yang dapat melatih kemampuan motorik halus pada anak, sehingga dapat membangun keterampilan yang memerlukan kemampuan untuk mengontrol otot-otot kecil maupun halus seperti meremas, menggenggam, maupun menyusun bentuk dari setiap kepingan *puzzle*, yang memiliki tujuan bermain bangun membangun (*constructive play*) untuk dapat menciptakan sebuah bentuk objek 2D ataupun 3D. Produk dari *Cross Culture The Unfinished Game 3D Puzzle (Tender)* adalah jenis permainan *unfinished game* ataupun *constructive play* yang pertama kali dirancang dengan menggunakan material pembusa plastik ramah lingkungan, yaitu *Sponge EVA (Ethylene Vinyl Acetate)*. *Cross Culture The Unfinished Game 3D Puzzle (Tender)* produk permainan jenis *unfinished game* ataupun *constructive play* dengan harga yang relatif lebih ekonomis, dan terjangkau terhadap masyarakat dan instansi khususnya untuk kelas menengah.

**Kata Kunci :** *Unfinished Game, Constructive Play, 3D Puzzle, Mainan Edukasi*

UNIVERSITAS  
MERCU BUANA