Abstract

BOARD GAME FIGURES GARUDA IN THE BOOK OF ADIPARWA

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Garuda is one of the mythological creatures in Indonesia, the story that has been told in the book of Adiparwa contained many values which could be good example especially for children.In the design "GARUDA FIGURES BOARD GAME IN THE BOOK OF ADIPARWA" is good to aims the development of morality of the children in the future. The phenomenon right now is much of the children who do not know the story of Garuda figures that are many good values that can be learned, one of them is that Garuda have kind characteristic, because of least media, print or digital, that lifts the story of Garuda figures to introduced, and lack of learning media that can make child interested to learned it.

Hence with the media as board game the story of Garuda figures can be more easily introduced to the children because it is more entertaining. The purpose of designing this " GARUDA FIGURES BOARD GAME IN THE BOOK OF ADIPARWA " is to told the story of Garuda figures in the book Adiparwa and the good values that contained in it.

Keyword :Mythological Creature, Garuda, Board game, Hindus-Buddhist, Tale, Story