

Gawe Jajan Board Game Design of Traditional Snacks from Central Java

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Abstract

Traditional snacks are an attraction for Indonesia's diversity. Besides the delicious taste, unique shape, and making a process that is still traditional in maintaining flavor without using instant ingredients or dangerous preservatives. Traditional snacks are diverse, especially in Central Java. Each region has its specialty snacks. However, there are also similar snacks in other areas with different names. The similarity is in the use of ingredients, making the process, and serving. Children need to know one of the cultural heritages in the culinary field in Indonesia. This diversity causes lack of knowing the identity of traditional snacks and there is no appropriate educational media for children. The purpose of the introduction of traditional snacks to children is to introduce and efforts to preserve traditional culinary. The method used is qualitative, literature and journal studies, observation and interviews. Boardgame is a medium that children can learn in a fun way. The introduction of traditional snacks of Central Java with this boardgame is useful for children to socialize with others, to train focus, be careful, patient, and better know their cultural heritage.

Keywords: Board Game, Central Java, Ethno identity, Traditional Snacks

1. Introduction

Traditional snacks can still be found in some cake store or traditional market in Central Java. Not just from local snacks, but there are also snacks from another region. Nowadays, traditional snack makers are the majority of the elderly so that the next generation is needed to be able to maintain their existence. This is very important to know by children, some of them are maybe have seen, know, or have tried that. The traditional snacks are cultural heritage, then according to Ratih Zulhaqqi, to educate the children to know that every region has the local food can be the way to preserving the culture and raise their nationalism. Introduce that snacks to a child do not have visited the origin region, but the parents can inviting to a food festival or making together

at home. Children can get the information about this snack started with how to say the name in a region, ingredients, equipment to make it, to try those snacks. They can know, cook with parents, and preserving.

1.1 Literature Preview

The choice of board games as an educational medium can convey messages lightly and pleasantly to children. Visual communication design and illustration as reference in visual design from the media, color, typography, layout, and illustration technique design (S., Lia Anggraini, 2014:37) as a message that can be seen and understood. Game theory is used to organize the formation of the game up to its elements. The game theory used as guide designing the core media. Classification of the game in a classical era or before developing digital

technology used is board game (Sunati, Hidayat, Wahab, 2016:875). The board game category selected is educational board games (Aditya, Koesoemadinata, Hidayat, Wahab, 2017:64). Used four basics elements called elemental tetrad are mechanics, story, aesthetics, and technology (Schell, Jesse, 2008:41). On Game Design Workshop by Tracy Fullerton described formal elements and dramatic elements to designing a game (Fullerton, Tracy, 2008:49). Formal element used are players, objectives, procedures, rules, resources, conflict, and outcome. Dramatic elements used are a challenge, play, premise, and story.

2. Main Body

2.1. Methods



2.1.1 Data Collecting

Data collecting done by observing the production house of traditional snacks and stores in Central Java and documentation all the making process. Interview face to face with Public Relation of Dinas Kepemudaan, Olahraga, dan Pariwisata Provinsi Jawa Tengah, Eka Pramudya Ardhi, S.Sn. and Dwi Ariyani Yuniarti as a psychologist. The other resources from the literature review, journal, and internet.

2.1.2 Matrix Analysis

Based on the result of observation, interview, and literature review, then used matrix analysis to identify the product with a similar theme.

Table 1. Matrix analysis of similar theme.

	Waroong Wars	Sushi Go Party!
		
Media	Boardgame	Boardgame
Color	Dominant green	<i>Colorful:</i> brights color
Typography	Custom font sans serif bold	Custom font sans serif extra bold
Illustration	Freehand Digital Illustration, details	Freehand Digital Illustration, details
Game Concept	Strategy game to win the competition between a traditional restaurant in Surabaya.	Strategy game to choose various kinds of sushi and collecting point to win.

2.2. Research Method

The research was carried out by visiting traditional snack-making houses, which he often made various kinds of snacks that often exist at certain events. The activities carried out there are starting from the preparation of materials, production, to the presentation. In this research used a qualitative method of collecting data and problem solving on the final project. The observation of the similar game by going to Shuffle ID, Bandung. The result from the analysis are using the brights color, sans serif font, freehand digital illustration, and detail, also game concept is competition to win the first position.

2.3. Data Analysis

The introduction of traditional snacks to children is very important to provide children's awareness of its existence and sense of belonging to their culture. The result of the observation in the traditional food making a place is the use of natural ingredients, safe to consume, and can be varied. The process is long, but it can still be self-made.

Based on the results of the interview with the public relation of Dinas Kepemudaan, Olahraga, dan Pariwisata Provinsi Jawa Tengah, there is information that is being developed tourism market in Central Java region that majority sells traditional food and snacks that are packaged uniquely with the support of the natural aspects, Culture, and urbanity are now a family's holiday tourist destination. The result of an interview with a psychologist is making the game very good when lifting the culture of local people or existence can be found in general. It is very influential in the ease of finding children around it giving them immediate knowledge and experience. So there must be media that can be a means for children to socialize with other friends and learning about traditional snacks.

3. Result

The traditional snacks can be known by children from the names most commonly used in a region as well as ingredients and equipment to make that, used as the basis for designing this game. The message is "recognizing, collecting, cook!" and the name of the board game is *GAWE JAJAN* which is making snacks in the Javanese language.

The game is performed with 2-6 players with a duration of more than 45 minutes. In the beginning, the players will get resources in the form of tool cards and materials. Once you start the trip, you can only get a recipe card, a collective card, and exchange cards with your opponent. Players must collect all the tools and materials that suit the recipe card you get. Players who succeed in collecting all of them first will be the winners. The game ends with an agreed-upon winner of the winners at the beginning, there is only one winner, two winners, or until all the players win.

Designing these board games through various processes. The first step in designing this board game is the sketch. After the observation, we get any asset data available on the board game, such as the asset of the recipe, the equipment


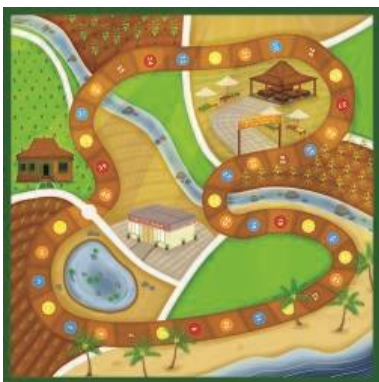
used, and the main to complement ingredients. Then sketch the board and the character. The board sketch is made with a map illustration of Central Java as a source of several natural ingredients of traditional snacks, also shopping venues such as traditional market and equipment shop. The sketching of the character used a boy who wore Blangkon and Jawi Jangkep and girls who wore a kebaya. Further sketch of the logo adapted from Javanese script form. Sketch for cover packaging used traditional kitchen picture of Central Java or called ' Pawon ' which still use stove from the stone pile with firewood, as well as kitchen grounded by soil.







Secondly, digitize sketches using computer software. For recipes, tools, and materials use an identity color with its original appearance, thus making it easy for the player to recognize the object. For the background on the board are also used colors that correspond to the original form. In character clothes top, using various colors and three different batik motifs as under. For the digitization of the logo, a vector graphic is used to follow any print size without damaging the image quality.

The third is finishing. Once all the sketches are done digitized with the freehand digital illustration, the next used vector graphic software to launch those assets in order to be neat and well-printed with precision results. Lastly, printing all assets with real size.

Banana leaf becomes domination on some board game assets. It is selected because a natural and traditional thing can be symbolized by banana leaf. In addition, three recipes of six recipes are selected, using banana leaves as the main wrapper of food. As well as on three other recipes can be used as a food mat.

Table 2. Board Game Components

No	Item	Picture
1.	Packaging	
2.	Board	

3.	Equipment Card	
4.	Ingredient Card	
5.	Recipe Card	
6.	Collective Card	
7.	Pion	
8.	Rule Book	

4. Conclusion

This board game is designed as an educational medium for children of ages 8 to 13 years. In this game, children will also learn to focus, be careful, be patient, give experience, and increase the interest and love the snacks, so there is a desire to preserve this traditional snacks of Central Java. Children will more familiar with these snacks and can make

it at home after knowing the equipment and ingredients. Also, can be used by the government to increase people's interest in visiting the tourism market with their family and used by schools as learning support media.

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