

*CARD GAME FOLKLORE DESIGN OF 33 PROVINCES IN INDONESIAN FOR  
YOUTH URBAN*

*By*

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**ABSTRACT**

*Globalization characterized by the appearance of a culture from the outside can lead to the erosion of indigenous culture of a country. With this development, the Indonesian state began to change attitudes contrary to the culture of Indonesian. The impact of foreign cultures is starting to become a problem in Indonesian, because Indonesian cultural boundaries that can not simply united by foreign cultures. Indonesian has a culture of diversity, one Indonesian folklore. Folklore Indonesian is now less attractive to the urban youth, because they are less attractive. In general, teens are now more familiar with the stories that come from overseas, because it is considered a more contemporary and modern. These conditions gradually erode the folklore that exist in Indonesia. If this situation continues, in addition to folklore Indonesian began marginalized, indigenous cultural values in Indonesian will also fade. The method used is the interview to support the card game, observation of the target audience and their behavior, to answer the questionnaire responses from the audience, and literature to reference books in the manufacture of card game guide. Card game Leon became the results to solve the problem in a lack of interest in urban adolescents with folklore Indonesian. With the card game Leon is expected to inform and remind would folklore in Indonesia, and still preserve the indigenous culture of Indonesian with ease and fun. The benefits obtained from card games besides Leon knew many characters from folklore of various provinces in Indonesian, urban youth can also interact directly in a card game Leon.*

*Keywords: cardgame, folklore, Indonesian, LeON.*