

ABSTRACT

Each individual has interests and talents in different fields, this is influenced by nature and nurture factors. A talent will be useful after being trained and become a skill, one of the pathways to train that talent is through education. many of students who take a course that is not in accordance with their interests and talents. this is due to many factors. One of them is the lack of visual communication media that contains information about career interest about college majors. So, it takes a visual communication media design that contains content about the majors for high school students who will enter college. The method used in this research is qualitative research method by conducting literature study, interview, and also observation. In the end, designed a media in the form of board game titled "Get College: Art & Design" to help high school students in providing information and give a picture of college life in art and design as well as skills that need to be obtained.

Keywords: Designing, Board Game, Interests, Careers, Lectures, Art and Design