

ABSTRACT

Congklak is a traditional game that represents a significant aspect of Indonesian cultural heritage, offering substantial educational value, particularly in the development of cognitive skills and motor coordination. This game is recognized across various regions under different names, such as dakon in Java, maggaleceng in Sulawesi, and lamban in Lampung. However, despite its educational and strategic advantages, there has been a notable decline in children's interest in congklak, largely due to advancements in technology and the proliferation of digital games that provide a more engaging and accessible playing experience. Observations and interviews conducted with the Hompimpa community reveal that children currently favor digital games over traditional options like congklak. Contributing to this trend are the sophisticated technological developments and the fact that the design of traditional congklak often fails to align with contemporary children's preferences. Furthermore, a significant challenge arises from the congklak seeds, which are prone to scattering and being lost during play, thereby disrupting the enjoyment and flow of the game. Such conditions have led to a growing disinterest in congklak among the current generation. To address these issues, this study proposes an innovative approach through the redesign of congklak, emphasizing functionality. The proposed innovation includes a seed storage compartment that is seamlessly integrated with the game board, which is designed to be foldable for enhanced portability. Additionally, the use of vibrant colors and appealing motifs will be tailored to align with children's preferences, serving as key elements to enhance attractiveness. Through this innovation, congklak aims to become not only more practical and comfortable to use but also a more functional and efficient product, particularly for young users.

Keywords: Traditional games, Congklak, Children, functional, Portable, Innovation