

ABSTRACT

The elderly is the last phase in human life. As people age, they face many declines, such as a decline in affective and cognitive functions. Some of the cognitive declines experienced by the elderly include memory impairment, disorientation in time and place, etc. On the other hand, the decline in affective functions in the elderly includes a decrease in social interaction and activities with others. Various factors contributing to these functional declines significantly impact communal living, particularly in social care facilities. Therefore, addressing cognitive and affective functional issues among the elderly is essential to enhance their daily quality of life in such facilities. The case study for this research was conducted at the Tresna Werdha Budi Pertiwi Social Care Facility in Bandung. The study employed a design thinking approach to understand the needs of the elderly. The design thinking process was implemented starting from the data collection stage through observation, interviews, data analysis, identifying the root causes of the problems, designing ideas as solutions, and direct testing by the elderly as users. This study will focus on designing physical media for the elderly that emphasizes the value of togetherness, enabling increased interaction (affective function) and improved memory (cognitive function). This research resulted in a fun game that can be played together by the elderly, specifically a board game of the word game type with various categories of objects and a low difficulty level. This design was created with consideration for other aspects of aging to ensure comfort during play. The board game design aligns with the SDG's "Good Health and Well-being" by improving the lives of the elderly through designs tailored to their needs.

Keywords: *Nursing Home, Board Game, Togetherness, Affective, Cognitive*