

## **ABSTRACT**

*Stress management in blind students is an important aspect of education that still requires innovation. One potential alternative is the use of board games as a medium not only for entertainment, but also for supporting emotional regulation. Based on this, the focus of this research is the design of a board game that can be used as a coping tool for stress among blind students at Sekolah Luar Biasa Negeri A Pajajaran (Special School for the Blind). The aim of this design is to provide an enjoyable, accessible, and emotionally supportive medium. The method used in this study is a mixed-methods approach, combining both qualitative and quantitative methods in the process of needs identification, product development, and user testing. The results show that the developed board game provides a positive play experience and is effective in helping to reduce stress. In addition, the game contributes to preventing further increases in stress levels, making it a coping strategy designed with the specific needs of blind students in mind.*

**Keywords:** *Board game, coping stress, blind students, special education, emotional support, mixed methods*