

ABSTRACT

Nomophobia is a mental illness that can reduce a person's cognitive function. Board games have been proven that it can be used as therapy tools to improve cognitive function. The author wants to design a board game that can reduce the negative impact of nomophobia for students at SMAN 24 Bandung. The research was conducted using the inductive method. Mixed method research is used as a method for finding data and the construction method used is the UCD (user centered design) design method. The design with UCD begins with a construction survey to determine the desired theme, story, and background preferences for the board game and ends with getting feedback from users. The result of the construction survey is the Lostvolt board game, a competitive mystery-themed board game that challenges players to think, read stories, and make decisions in a short period of time. To determine whether the Lostvolt board game can reduce the negative impact of nomophobia or not, a pre-test and post-test are used as a way to validate the function of the Lostvolt board game.

Keywords: *Board Game, Nomophobia, User Centered Design.*

