

# E-BOOK OF EXTENDED ABSTRACT

## THE 14<sup>TH</sup> INTERNATIONAL INVENTION, INNOVATION & DESIGN COMPETITION 2025



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ENVIRONMENTAL • SOCIAL • GOVERNANCE



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INVENTION, INNOVATION &  
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# HARMONY LAND: A BOARD GAME TO BUILD AWARENESS OF INCLUSIVITY AND PRESERVATION OF INDONESIAN CULTURE

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## ABSTRACT

Harmony Land is an innovative educational board game designed as a medium for preserving Indonesian local wisdom values and raising awareness inclusivity issues. Different from conventional board games, Harmony Land presents content based on traditional houses from various regions in Indonesia as well as question cards that spark discussions about the values of inclusion for groups with special needs and indigenous peoples. This innovation was developed as a form of contribution to the goals of education and teaching as well as cultural preservation in line with the Tri Dharma values of higher education.

**Keywords:** *inclusivity, local wisdom, indigenous people*

## 1. INTRODUCTION

Unleashed from efforts to build awareness of the importance of respecting differences. The principles of equality, nondiscrimination and respect for human dignity are the main foundations of an inclusive social system. However, the reality in various environments shows that there are still major challenges in instilling these values, especially to the younger generation. Discrimination against minority groups, people with disabilities and indigenous peoples is still, indicating a lack of understanding and acceptance of diversity as part of the basic rights of every individual.

Education is an important instrument in shaping human rights awareness from an early age. One effective approach is through familiar and fun media, such as games. Games have the unique power to deliver social messages in a non-patronizing manner, yet still stick in the player's memory. This is where the idea of developing Harmony Land, an educational board game that integrates the values of inclusivity and cultural preservation as part of human rights education, was born.

Harmony Land is designed to introduce players to Indonesia's rich culture through visualizations of traditional houses from various regions, while encouraging reflection and discussion on the importance of respecting differences. The cards in the game present scenarios and questions that challenge players to think critically about tolerance, empathy and equality. Thus, the game becomes an educational tool that not only introduces culture, but also instills basic human rights values such as respect for individual dignity, recognition of the rights of vulnerable groups, and the spirit of peaceful coexistence.

In the midst of the lack of educational media that specifically raises the theme of inclusiveness and local culture, Harmony Land is expected to be a relevant and applicable alternative. This game is not only a means of entertainment, but also a social learning instrument that invites people, especially children and adolescents, to understand human rights in the context of their daily lives.

## **2. METHODOLOGY**

The methodology used in this research is *Research and Development (R&D)* which is oriented towards making products. Sugiyono said that *R&D* methodology is a research method used to produce certain products, and test the effectiveness of these products. This *R&D* methodology itself can be classified into two types. *First*, research that focuses on designing and evaluating certain products. *Second*, research that focuses on assessing previously developed programs.

In order to apply this methodology, the following stages are needed: Potential and Problems, Data Collection, Product Design, Design Validation, Design Revision, Product Trial, Product Revision, Usage Trial, Product Revision, Mass Production. In accordance with the procedure in applying this *R&D* methodology, this research will also apply these procedural stages. By using this procedure, the orientation of this research is to redesign and reshape a pre-existing design, namely a board game. The board game is modified by integrating the values of local wisdom and inclusiveness that differentiate it from the existing board game.

## **3. FINDINGS**

Problems related to low understanding and appreciation of the values of diversity and local wisdom are still a crucial issue, especially among children and adolescents who are vulnerable to the influence of discriminatory behavior, such as racism. The lack of communicative and engaging educational media causes the delivery of these values to be less effective. In fact, an approach that is contextual and relevant to the world of children and adolescents, such as through the media of popular games, has the potential to be a strategic means of delivering educational messages more efficiently and fun.

Through this INDES 2025 competition, our team initiated a board game whose main orientation is as an educational game media that can attract children and teenagers. "Harmony Land: A Board Game to Build Awareness of Inclusivity and Preservation of Indonesian Culture" is an educational board game designed to foster awareness of inclusivity values and encourage appreciation of Indonesia's cultural diversity. The game combines entertainment and learning through visual elements and interactive mechanisms that depict the richness of Indonesian culture.

The game uses the Unity Board, a colorful square board representing zones with specific missions, with illustrations of traditional houses from all provinces in Indonesia. Players represent themselves through distinctive pawns of Indonesian culture and move their pieces based on a roll of the dice. In each zone, players will face mission cards or challenges that require an understanding of inclusive values and local culture.

Successful completion of missions earns star points, while failure is rewarded with reflection cards that encourage a positive interpretation of failure. In addition, reward cards are available to incentivize successive successes or a certain amount of luck, which can be used to face challenges in special zones.

The game ends when all players reach the last plot, and the winner is determined based on the highest point total. Accompanied by a guidebook and score sheet, Harmony Land offers an experience that is not only fun, but also educational, highlighting the importance of togetherness and respect for Indonesia's cultural diversity.

#### **4. CONCLUSION**

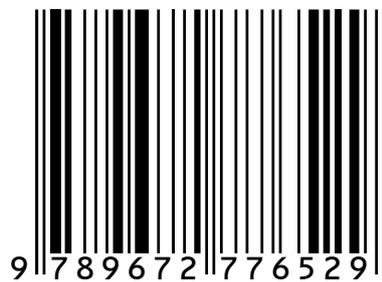
The idea of making a board game called *Harmony Land* is an implementative form of educational game facilities. The implementation in the form of educational games is not only oriented towards presenting entertainment to the players but also integrating it with the values of local wisdom and inclusiveness. With this integration, it will create an educational media atmosphere and introduction to values which in reality have begun to erode, especially among children and adolescents. The *R&D* methodology was chosen to be able to systematically develop a widely recognized board game with a teaching orientation and introduction to these values. The *Harmony Land* game is projected to be a solution to the problem of the importance of the values of wisdom and inclusiveness.

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