



**DESIGNING AN EDUCATIONAL BOARD GAME FOR CHILDREN AGED 6-8 YEARS: ENHANCING
SEXUAL UNDERSTANDING AND PERSONAL SAFETY WITH TEACHER GUIDANCE**

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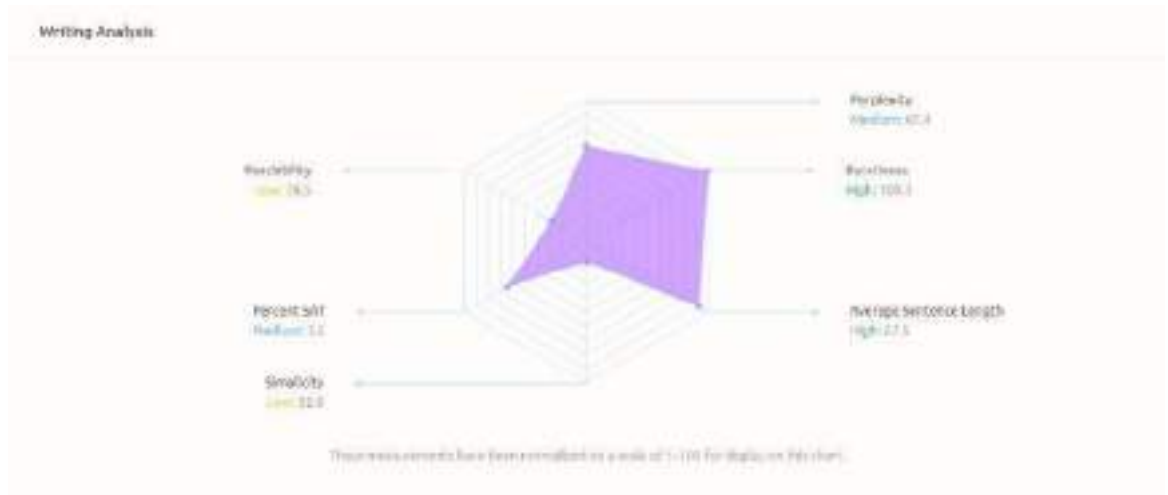
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ABSTRACT

Sexual violence against children happens if a child interacts with an older person or adult, such as a stranger, sibling, or parent, and is used as an object to satisfy the perpetrator's sexual desires. This action is carried out via force, threats, bribery, fraud, or coercion. Physical contact between the perpetrator and the child is sexual violence. Every year, the number of incidents of violence, particularly sexual violence, rises in Indonesia. Currently, schools in Indonesia teach about sexual wellness, but just about the dangers of not having sex to avoid sexually transmitted diseases (STDs). There is almost little content about sexuality, consent in relationships, touching other people (also known as consent), or other gender-sensitive issues. From the results of the research, To successfully design an educational board game for children aged 6-8 years old to enhance their sexual understanding and personal safety depend on the 3 things, first the immersive simple gameplay, vibrant color for illustration, teach sexual education from childhood, according to children's cognitive abilities are still developing. with the material about boundaries to others, body parts, hygiene, characteristics of the perpetrator, and health.

Keyword: *board game, sexual education, children, Sexual violence, game design process, cognitive*

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