

ABSTRACT

Traditional games are beginning to be eroded by the times, causing children to only know traditional games but have never played these traditional games. Traditional games that have developed in Indonesia are very diverse, one of the traditional games included in the board game category is Dam-daman. To preserve traditional games, various efforts need to be made to ensure that these traditional games continue to exist in different forms. For this reason, it is necessary to transform traditional games into digital games. This study aims to explain the process of transforming and transitioning traditional games to digital form and engineering traditional Ucing Sumput games that can be played on the Android platform. The combination of the ATUMICS and Luther models is used as a game development model. This research succeeded in building a proposed model and building a Dam-daman digital board game based on Android. Based on the results of alpha testing, all game functionality is running well. From beta testing, a percentage value of 80% was obtained as feedback from users with game interpretations accepted by users and could be developed further

Keyword— Dam-daman, Board Game, ATUMICS, Luther, Android.