

## **ABTRACT**

### ***Visual Design of the Boardgame “Eiderial: Evil Beneath the Storm” as a Media for Teenage Communication Learning***

Mohammad Alfian Baadilla.<sup>1)</sup>, Desi Dwi Kristanto.<sup>2)</sup>

<sup>1)</sup> Student of Visual Communication Design, Universitas Pembangunan Jaya

<sup>2)</sup> Lecturer of Visual Communication Design, Universitas Pembangunan Jaya

Many teenagers aged 18-21 years still have difficulty expressing their opinions and communicating well. In fact, this has a great influence on everyday life, especially when entering the workforce. Board games can be an interactive learning medium to hone critical thinking and creativity. One relevant board game is Dungeons & Dragons (D&D), because it is strategy-based. This report aims to introduce the potential of the board game "Eiderial: Durjana Di Balik Badai" which is inspired by D&D as an entertainment medium and makes it an easily accessible game. So that teenagers are more interested in playing board games where this game can hone imagination and communication abilities. The design is based on an in-depth study of concerns about teenagers and the influence of board games such as D&D in developing communication skills, personality formation, creative imagination, and honing effective argumentation skills.

**Key words:** Boardgames, Dungeons & Dragons, Teenagers, Communication

**References** : 23

**Publication Years** : 2025