

Designing a Board Game Getting to Know the Air Traffic Controller (ATC) Profession for Teenagers

SKY HEROES

1. Emphasize

Data was collected through observation, interviews, FGD, and questionnaires to understand teens' needs and explore relevant visual concepts for the ATC board game.

2. Define

Insights were analyzed to define the problems and needs of teens, aiming to design an educational ATC board game for ages 14–17.

3. Ideate

Ideas were generated through mind mapping and keyword selection, forming key messages and visual styles to support the concept.



4. Prototyping

A board game prototype was created and improved through internal testing to ensure it effectively teaches teens about the ATC profession.

5. Testing

User testing was conducted with the target group (ages 14–17) to evaluate gameplay, engagement, and the game's educational impact.

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Air Traffic Controller (ATC) is a profession whose job is to guide air traffic. ATC plays an important role in aviation safety. Unfortunately, the ATC profession is still rarely known by Indonesian people, including teenagers. In fact, without the role of ATC, safety in the world of aviation will not be achieved. Aviation safety is the most important thing that must be prioritized in the world of aviation. As time progresses, relevant media is needed to introduce the ATC profession. So, it is necessary to design a board game to introduce the ATC profession to teenagers who are the nation's next generation. Board games have the benefit of providing an interesting learning experience, helping to hone communication skills, and sharpening thinking skills. Board games can also educate teenagers about basic knowledge about ATC, namely what things ATC must master and know. The design method used is Tim Brown's Design Thinking Method, which helps the design process become more structured and systematic. The data collection techniques used were observation, interviews, questionnaires and focus group discussions to collect data that could support the design.