Board Game Design as a Means to Educate Indonesian Novice Voters about Participating in an Elections

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ABSTRACT

Apathetic about elections in Indonesia is one of few topics that are often discussed whenever the elections period is being held. With generation z attain 27. 94 percent of the total population of Indonesia, it is important that the majority of the Indonesian citizens participate and use their right to vote wisely with a mindset that cares about the nation's future. This board game is created as a means to educate Indonesian novice voters about taking part in an election so that they are more inclined to participate and use their right of voting. Using board games as the medium makes learning more fun and conveys the message more easily.

Keywords: board game, election, novice voter, learning medium.

INTRODUCTION

Elections are an important part of the political system in Indonesia, Democratic political system anywhere will not work well if one of its components does not work according to its original function. This democratic political System gives the power to govern but also limits the power of government based on the consent of the governed i.e., its citizens. It's very important for all Generation Z, the new generation of young minds who have the right to vote to utilize their right to vote on election day. According to Law Number 7 of 2017 (*Inilah undang-undang*, 2017), it is stated that Indonesian citizens who are 17 (seventeen) years old or older on voting day, are married, or have been married have the right to vote. But there are still a lot of Indonesian Generation Z whose attitude is still apathetic and unenthusiastic about everything related to politics. Therefore, nowadays it is necessary to make efforts to educate novice voters in conducting elections in Indonesia.

According to Yolanda and Halim (2020) from the Faculty of Communication Sciences, Pancasila University Generation Z's political participation in Jakarta during the 2019 presidential election, shows that Generation Z prefers to do political participation just to see and read to satisfy their curiosity even though their direct participation is still lacking.

This conclusion is shown by the large percentage of their political activity behavior which tends to be more passive, such as just watching, reading, and commenting, while only a few activities that interact with the political movement community are involved.

According to Morris Rosenberg in Rush and Althoff (2005), there are three main reasons why people are apathetic towards politics, including:
1. Out of fear of the negative consequences of political activists. People assume that political activity is a threat to their lives.
2. Because people think that participating in political life is useless. Whether or not they participate in politics has no impact on the political process.
3. Lack of interest in participating in political activities. Even politics isn't something to be occupied with, so it overpowers anything else to do.

According to the Head of BPS Suhariyanto (Widyastuti, 2021) in the release of the 2020 Population Census Data, the population of Indonesia is dominated by Generation Z of 75.49 million people or 27.94 percent, so it is very necessary for most of the Indonesian population can choose wisely and with a mindset that cares about the future of the country.

METHODS

This design uses a qualitative research perspective wherein the design methodology, research methods will be carried out, namely data collection and data analysis.

FINDINGS AND DISCUSSION

Election

According to Law Number 8 of 2012 concerning General Elections for Members of the People's

Representative Council, Regional Representative Council and Regional People's Representative Council, the definition of Election is "Election is a means of implementing people's sovereignty which is carried out directly, publicly, freely, confidentially, honestly and fairly in the Unitary State of Indonesia based on Pancasila and the 1945 Constitution of the Republic of Indonesia." In other words, elections are a means for the people to exercise their authority as members of democratic institutions.

Elections are a form of democracy and one of the most important aspects to be carried out democratically. All Modern Democracies carry out elections. However, not all elections are democratic. Because democratic elections are not just symbols, but elections that must be competitive, periodic, inclusive (wide), and definitively to determine the government.

The reason why elections are an important variable of a democratic country is that Election is a way to peacefully transfer political power from the previous leader to the new leader so that the legitimacy of the power of a person or a certain political party is not obtained through violence, but the victory is due to the majority of the people's votes obtained through fair elections and Democracy provides space for individual freedom, and conflicts that occur during the electoral process can be resolved through democratic institutions.

Elections in Indonesia can only be participated in by people with the status of Indonesian Citizens who have reached the age of 17 years as stated in Law Number 7 of 2017 which states that Indonesian Citizens who are 17 (seventeen) years old on voting day. or more, who are married, or have been married will have the right to vote on election day.

There are various types of general elections in Indonesia, and each will fill various roles in the Indonesian political system, starting from the president, and vice president, to other representatives of the people, and the results of this election will last for the next 5 years. The types of general elections are:

1. Presidential Election

   According to Sari (2015), this general election was carried out to choose people who can lead the country, namely the president and vice president under the will of the people who have the duties, functions, and authorities of a president and vice president. Indonesia began to conduct general elections for president and vice president in 2004, where previously the president and vice president were elected by the People's Consultative Assembly (MPR).

2. General Election of Members of the Legislative Body

   According to Sari (2015) According to Law Number 10 of 2008 concerning General Elections for Members of the DPR, DPD, and DPRD states that the general election for legislative members is a general election held to elect members of the People's Representative Council (DPR), Regional Representative Council (DPD), as well as the Regional People's Representative Council (DPRD) both at the provincial and district or city levels within the Unitary State of the Republic of Indonesia based on Pancasila and the 1945 Constitution.

3. General Election of Regional Head and Deputy Regional Head (Pilkada)

   According to Sari (2015), Indonesia conducted regional head elections or known as direct Pilkada in 2007 which are incorporated into the Pilkada such as the organizational structure of the sub-district government and the organizational structure of the village government. Previously, regional heads and deputy regional heads were elected by the regional people's representative council (DPRD). However, since the enactment of Law Number 32 of 2004 concerning regional government, the election of regional heads and deputy regional heads is carried out directly by the people, namely through the General Election of Regional Heads and Deputy Regional Heads or abbreviated as Pilkada.

Election organizers are carried out by certain sections whose function is to arrange for the election of good candidates to lead the community well and follow the rules and keep conflicts and divisions away.

The electoral organizers that play an important role in the selection of candidates are explained below.

a. General Election Commission (KPU)

According to Sari (2015), The General Elections Commission (KPU) is the institution responsible for the implementation of elections in Indonesia. This is stated in Law No. 22 of 2007 concerning election organizers, be it elections for members of the DPR, DPD, DPRD, Presidential Elections, and Regional Head Elections. KPU has responsibility for the implementation of all stages of the general election and other tasks. In addition, the KPU is also the one who will have to provide reports to the President and the DPR regarding their duties.

According to Law No. 12 of 2003, the General Election Commission has 11 members to elect members of the DPR, DPD, and DPRD. However, this number was

reduced to 7 people after the issuance of Law No. 12 of 2007. However, the reduction in the number of members did not change the duties, functions, authorities, and obligations of the KPU in planning and implementing each stage, schedule, as well as the mechanism for the Election of DPR, DPD, DPRD, Presidential/Vice President Election, and the Election of Regional Heads and Deputy Regional Heads.

The duties and authorities of the KPU include:
1. Planning and preparing for elections.
2. Receiving, examining, and determining the Political Parties that are entitled to participate in the General Election.
3. Forming the Indonesian Election Committee, hereinafter referred to as PPI and to coordinate General. Election activities, starting from the central level to the polling stations, hereinafter referred to as TPS.
4. Determining the number of seats for members of DPR, DPRD I, and DPRD II for each electoral district.
5. Determine the overall results of the General Election in all electoral districts for DPR, DPRD I, and DPRD II.
6. Collect and systematize materials and data on General Election results.
7. Leading the stages of General Election activities.

b. Election supervisory body (Bawaslu)

According to Sari (2015), Bawaslu is part of the general election organizer whose task is to oversee the implementation of elections throughout the territory of the Republic of Indonesia. Bawaslu consists of five members consisting of professionals who are capable of supervising, and Bawaslu members who are not the members of political parties.

According to Law Number 15 of 2011, the duties of Bawaslu include:
1. Develop standard work procedures for supervising the stages of election administration as work guidelines for election supervisors at every level.
2. Supervise the implementation of the General Election in the context of preventing and taking action against violations for the realization of a democratic election, which includes supervising the preparation of the General Election, supervising the implementation of the stages of the General Election, managing, maintaining, and caring for archives / documents and carrying out their depreciation based on the archive retention schedule compiled by Bawaslu and ANRI, monitors the implementation of follow-up actions for handling election criminal violations by the competent

authority, supervises the implementation of decisions on election violations, evaluates election supervision, prepares reports on the results of supervision over the implementation of elections, as well as carries out other tasks regulated in the provisions of laws and regulations.

Meanwhile, the powers of Bawaslu include:
1. Receive reports of alleged violations of the implementation of the provisions of laws and regulations regarding elections.
2. Receive reports of alleged election administration violations and review reports and findings and recommend them to the authorities.
3. Resolving election disputes.
4. Establishing a Provincial Bawaslu.
5. Appoint and dismiss members of the Provincial Bawaslu.
6. Carry out other authorities regulated in the provisions of laws and regulations.

Based on the General Election Commission (KPU) of the Republic of Indonesia, the voter turnout in Indonesia only reached 76.09 percent. This figure is the result of the recapitulation of the average voter participation in the 2020 Election divided by 270 which is the number of regions holding the 2020 Election, both for the Election of Governor and Deputy Governor, for the Election of Regents and Deputy Regents and the Election of Mayors and Deputy Mayors.

Compared to the participation in the 2015 Election with a total of 269 regions, namely 69.06 percent, the national average participation rate in the 2020 Election with a total of 270 regions was an increase of 7.03 percent. Factors that support the maintenance of participation rates in the 2020 Election, namely Optimizing voter socialization and education, which during the Covid-19 pandemic continued not only online but also offline. This outreach and voter education also spreads and involves many parties in various ways, such as the KPU Goes to Campus, and the Election Smart House (podcasts, radio broadcasts, and webinars) exhibitions and festivals. Socialization through conventional media is also still being carried out, such as making billboards, banners, and billboards for mass media advertisements.

Board Game

A board game is a game in the form of tabletop games that typically use pieces to be moved or placed on a pre-marked board, a board game that has been designed in such a way with different ways and rules. Board games can use tools such as coins, dice, pawns, cards, or the

like which are used to make it easier for users to play the game in their own way. according to the rules of each type of board game, and these rules can vary, from simple ones to very complex ones depending on the theme or message that the board game maker wants to convey. Board games are normally played by two or more people, but that doesn't prevent a board game from being played alone if the board game provides the option to play alone.

Board games are divided into two types, namely educational board games, and non-educational board games, educational board games usually have educational content to be conveyed through the game, while non-educational board games do not have educational content to convey and are designed for fun and excitement in playing board games together and can be played repeatedly (Castle, 2021).

By using a board game that combines learning and playing, learning activities will be more fun and are expected to be able to make Generation Z receive messages well.

Generation Z tends to absorb learning faster using visual media rather than just writing. Learning is identical to activities that are boring and uninteresting. On the other hand, every human being mostly likes playing activities, which has been seen since childhood where every child begins their life learning by playing, and the learning process can be done through game media, one good form of learning while playing is learning through board games.

Survey

Based on the results of a survey that I have conducted on 50 Beginner Elections in the Surabaya area which were distributed randomly. Respondents were given questions to test their level of understanding of the general election. Based on the results of a survey that has been conducted on 50 Beginner Elections in the Surabaya area which were distributed randomly. Respondents were given questions to test according to their level of understanding of the general election. And the results of the survey showed that 24 out of 50 (48%) of the total participants said that they were knowledgeable about elections, 15 (30%) said they did not understand, 10 (20%) of them said that they understood elections, and only 1 person said that he doesn't understand election at all.

Respondents were then given a survey about the number of types of elections held in Indonesia to find out how many types of elections they thought were held in Indonesia, and the results of the survey showed

that 9 people (18%) said that there was only 1 type of general election in Indonesia, 19 people (38%) said that there were 2 types of a general election in Indonesia, and 22 people (44%) said that there were 3 types of elections in Indonesia.

Furthermore, when respondents were asked how well they understood the procedure for participating in the general election and the results of the survey were 10 (20%) of the novice voters said that they understood the procedure for participating in the general election, 21 (42%) of the Beginner Election said that they were quite understanding, 14 (28%) said they did not understand, and 5(10%) of them said they did not understand the procedures for participating in elections.

After that, respondents were given several conditions and had to choose what conditions according to them were needed to be able to participate in the election. The result is that 42 (84%) of them choose that someone needs to be 17 years old and over, 40(80%) choose that someone must be an Indonesian citizen (Indonesian citizen), 9 (18%) choose someone who has been/has been married, 17 (34%) voted that someone must register to be able to participate, when answering this question respondents were given a place to fill in the answer that they thought was suitable to answer this question, and 1 person said that someone must have the common sense to be able to take part in the election.

For the second-to-last question respondents had to answer their opinion about how important the election was to them, and the result was 28 (56%) of the respondents answered that the election was very important, 15 (30%) answered that the election was Important, and 7 (14%) answered that the election it's Fairly Important and no one is saying that elections are not important.

For the final question, respondents need to fill in how interested they were in participating in the next election, and the results were 5 (10%) respondents said that they were very interested in participating, 12 (24%) said they were interested in participating, 29 (58%) said they felt neutral about participating, and 4 (8%) felt moderately interested in participating and none of them says that they are not interested. After filling in their opinion, respondents can write down their reasons for not being interested. Some answered that they were Abstainer (Golput), and there were some whose reasons said that they did not understand the election.

CONCLUSION

The analysis of the data that I have collected shows that novice voters are interested in the concept of election, but their lack of understanding about the election makes them hesitate to participate. The board game as

a media is a suitable medium for delivering messages to the target audience because this media is in the form of games that the target audience can play so it is more entertaining for them and can also convey the message that this design wants to convey in an interesting way.

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