

## ABSTRAK

Feodor Esha Diwataru, 2025. **Perancangan Board Game “Puri Batin” Santa Teresa Avila untuk Edukasi Spiritual bagi Kaum Muda Katolik**. Tugas Akhir, Program Studi Desain Komunikasi Visual (S1), Universitas Bhinneka Nusantara. Pembimbing: Saiful Yahya.

Kata kunci: *board game*, spiritualitas, Teresa Avila, Puri Batin, kaum muda

Perancangan ini dilatarbelakangi oleh minimnya media edukasi spiritual yang menarik dan relevan bagi generasi muda Katolik masa kini. Berdasarkan wawancara dan kajian literatur, ditemukan bahwa banyak anak muda mengalami kekosongan batin, menganggap doa sekadar rutinitas, dan kurang tertarik pada media katekese konvensional. Merujuk pada ajaran Puri Batin Santa Teresa Avila tentang perjalanan batin menuju Tuhan, penulis merancang board game “Puri Batin” yang menggabungkan narasi reflektif, elemen visual simbolis, serta mekanisme bermain yang interaktif dan kontemplatif. Penelitian ini menggunakan metode Design Thinking yang meliputi lima tahap: *empathize*, *define*, *ideate*, *prototype*, dan *test*. Proses diawali dengan studi literatur dan wawancara untuk memahami kebutuhan target audiens, dilanjutkan dengan perumusan masalah, pengembangan ide, pembuatan prototipe, serta uji coba kepada kelompok sasaran. Hasil uji coba menunjukkan bahwa board game ini mampu menjadi sarana refleksi rohani yang ringan namun bermakna, dan membantu kaum muda memahami spiritualitas secara lebih kontekstual. Kesimpulannya, board game ini berpotensi menjadi media edukasi iman yang kreatif dan mendalam bagi pembinaan iman kaum muda Katolik.

## ABSTRACT

Feodor Esha Diwataru, 2025. **Designing the “Inner Castle” Board Game Inspired by St. Teresa of Avila for the Spiritual Education of Catholic Youth.** Final Project, Visual Communication Design Program (Bachelor), Universitas Bhinneka Nusantara. Supervisor: Saiful Yahya.

*Keywords: board game, spirituality, Teresa of Avila, Inner Castle, youth*

*This project was driven by the lack of spiritual education media that is engaging and relevant for today’s Catholic youth. Based on interviews and literature reviews, it was found that many young people experience inner emptiness, see prayer as a mere routine, and are uninterested in conventional catechetical media. Inspired by Saint Teresa of Avila’s “Interior Castle,” which describes the soul’s journey toward God, the designer developed Inner Castle, a board game that integrates reflective narratives, symbolic visual elements, and contemplative yet interactive gameplay. This study applied the Design Thinking method, consisting of five stages: empathize, define, ideate, prototype, and test. The process began with literature studies and interviews to understand the needs of the target audience, followed by problem definition, idea development, prototyping, and user testing. The results show that the board game can serve as a light yet meaningful tool for spiritual reflection and help youth understand spirituality in a more contextual way. In conclusion, Inner Castle shows strong potential as a creative and in-depth educational tool for nurturing the faith of today’s Catholic youth.*