

# **THE MAKING OF E-PROFILE BOOK OF FOLK GAMES OF MERANTI REGENCY**

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## **ABSTRACT**

*Meranti Regency is one of the regencies in Riau province with Selatpanjang as the capital. The main objective of this final project is to find out how are the processes of the Making of E-Profile Book of Folk Games of Meranti Regency. The method used in this research is descriptive method. There are several stages in making this profile book such as data collection, photo search, editing and uploading this profile book. The results of this study consist of 33 pages containing an overview of the Meranti Regency district, an overview of traditional games, a table of contents, explanations, procedures for playing, tools and materials, moral values of each game, about the author and pictures from the five games. This e-profile book is expected to be one of the information media regarding traditional games in Meranti Regency. This e-profile book is presented bilingual, namely Indonesian and English. The result of evaluation showed that this e-profile book can be used to help tourists, the Meranti Regency Tourism Office, local communities and especially the international community to get information about folk games in Meranti Regency.*

**Keywords:** *E-Profile, Book, Folk, Games, Meranti*