

Abstract

This research argues that the Peace Journey board game is an effective learning tool for interfaith dialogue. It can be used as an alternative way to learn as well as to conduct interfaith dialogue. There are several interfaith dialogue types developed by scholars since it became a global issue especially after the 9/11, 2001 event. According to King (2011), there are three important factors in conceptualizing type of interfaith dialogue namely: 1) the conductor, whether practiced by an official or elite group or open for all, 2) the goals, whether on personal, community, or social level, 3) the operating areas, whether working with human intellect, human spirituality, human emotions, practical action, or some combination of these. From these factors involved in the dialogue, King (2011) conceptualizes seven interfaith types namely official or institutional, parliamentary, verbal, intervisitation, spiritual, practical, and internal. Swidler (2013) proposes four models of interfaith dialogue namely dialogue of the head, the hand, the heart, and the holly. Meanwhile, Eck (2017) categorizes interfaith dialogue into five types namely life, learning, within community, theological and philosophy, and within. However, there is an insufficient number of scholars paying their attention to the uses of learning media such as board games for interfaith dialogue. It lacks being discussed or developed.

In fact, according to Henabaugh (2009), board games are excellent learning media that develop various skills such as critical thinking, communication, cognitive, and also creative thinking that are useful as effective learning tools to support the development of core educational skills such as intellectual, interaction, and conversational skills. In order to fill that gap, therefore, this research develops a learning tool namely Peace Journey board game for interfaith dialogue. This research uses the Research and Development (R&D) as the main method in researching interfaith dialogue types to understand its character and



implementation and then developing a learning tool in the form of a board game that is suitable for interfaith dialogue. The findings in this research are: learning media such as board games can be developed as a tool for interfaith dialogue, interfaith dialogue through the Peace Journey board game can be practiced in grassroots to elites level, the dialogue works more with human intellect/cognitive, emotion, and spirituality, while the goals of the dialogue is more focused on self and community development, and the dialogue processes occur in a more relaxed, fun, non-formal and not rigid way as it is conducted through a board game. This model of the dialogue, through the Peace Journey board game, offers an alternative way for interfaith dialogue that enables diverse participants from any groups or levels, diverse goals and functions to be involved in the dialogue.

Key words: board game, interfaith, dialogue