Abstract
The objective of this thesis is to analyze the current skateboarding scheme that is happening nowadays and build a user interface for the street skateboarding simulations to deliver a new and good media to learn skateboard tricks as an alternative way. The intention is that to make a street skateboarding as a media to teach about skateboarding tricks and things we need to do for being prepared. The teachings are delivered by written texts, audible voice, and also 3-D animation video for each of the tricks.

The analysis of current skateboarding scheme will be made by observing the skaters around the famous cities which are Bandung, Denpasar (legian), and also Jakarta where skaters can be found in some of the good skate spots and skate parks. The analysis is also done by giving questionnaires to some skaters and non-skaters to distinguish and predict what they need as if they want to learn and improve more on their skateboarding tricks. Interviews with the pro skaters in Indonesia were also conducted for their suggestions and some solutions of which kind of way for the teachings are right and understandable for the users.

The result of this thesis is a Street Skateboarding Simulation which makes a breakthrough on Medias for guiding and learning skateboarding and also invent a new alternative media that could ease up the learning method and also broaden the knowledge of skateboarding among the enthusiasts.

To conclude, The Street Skateboarding Simulation is aimed to convince more people to learn skateboarding, create a new way of learning it, and also increase the effectiveness in acknowledging the basics of street skateboarding which is dedicated mostly for beginners, and some skaters who are in the progress of improving their tricks.