

POP UP BOOK DESIGN AS A LEARNING MEDIA INTRODUCTION TO THE TEMPLE OF THE HERITAGE OF SINGASARI KINGDOM

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Background

Indonesia is rich in history, including the heritage of the Singasari Kingdom. To counter the influence of foreign cultures on children, a pop-up book has been created to introduce 7-12 year olds to the history of the Singasari Kingdom's temples.



Goals of The research

Enlightening elementary school students about history, providing information about the temples of the Singasari kingdom, bring up a love for Indonesian history in children, and creating interactive learning materials for history.

Design Method

Design Thinking

Empathize

Approach the audience to find out the problems that occur

Define

Collect information that has been obtained then determine what problems occur

Ideate

Determine the idea of the problem found earlier

Prototype

Designing a pop up book from the identification of the problem

Test

Conducting trials on a predetermined audience



Findings

Pop-ups are a good way to engage children because they are impressive and provide a lot of content in one book. Adding augmented reality can make history more interesting.



Design project

The main keyword for designing this book is "Enlightenment," which refers to the goal of enlightening children about the history of Indonesia, particularly the temples left behind by the Singasari kingdom. This research aims to design the book media in a way that will help children gain a deeper understanding of these historical aspects.

