

THE DEVELOPMENT OF INTERACTIVE BUSY BOOK THEMED THE UNIVERSE FOR CHILDREN LEARNING MEDIA AGES 5-6



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Background

Learning sometimes making children easily bored and uninterested especially when they have to use same old exercise book that some school still using these days. That kind of lesson sometimes making children some what difficult to understanding the lessons.

That's why by giving children a sort of solutions where learning can be such a fun activities and experience like a interactive book which filled with so many fun things so they become not easily bored and be able receive all the knowledge easily.

Problem

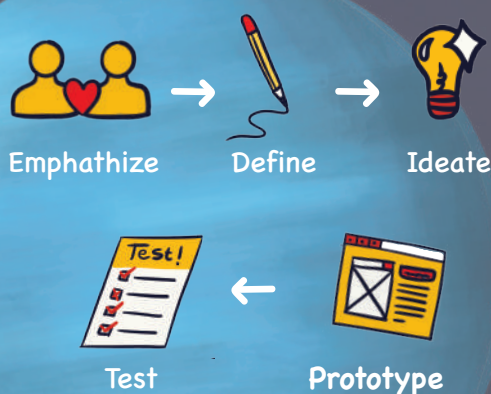
The media learning that were used such as regular exercise book making children easily bored as a result making children not very excited for a lessons.

Goal

Creating and providing a media educational that sparks joy and fun amongs children age between 5 and 6 years old. A form of media where children can learned in more engaging and in active way and lean outward from the ordinary way of learning where's making children bored and uninterested in learning especially about the universe which is fun, exciting and other worldly.

Design Method

"Design Thinking"



Design Project

The word "Engaging" is the keyword used for this project. The keyword itself means attracting and entertaining.

The word "Engaging" in this project means by creating a form of learning media where children can interact and learned about the universe in a fun way with a interactive busy book titled " Lets Explore The Universe"