

# DESIGNING INTERACTIVE BOOK

## AS AN EFFORT TO DEVELOP A SENSE OF EMPATHY TOWARDS DEAF CHILDREN

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### BACKGROUND

This research is motivated by the prevalence of discrimination experienced by deaf children. The discrimination encountered by deaf children often leads to decreased self-confidence and increased social withdrawal from their peers. One way to support deaf children is by fostering empathy, which can be instilled in children from an early age. Addressing this issue, we have designed an interactive book intended as a medium to help children aged 5-6 years develop empathy towards their deaf peers through storie book.

### RESEARCH GOALS

Aiding the development of empathy in 5-6 years old children towards deaf children through engaging interactive books, with the aim of fostering their understanding and ability to demonstrate empathy towards deaf children.

### DESIGN METHOD

Emphatize

Ideate

Testing

Define

Prototype

### FINDING !

"Stimulate" is the keyword of this project. Here, the meaning of the keyword 'Stimulate' refers to something that can encourage development towards a more positive state. In the context of designing this interactive storybook, the meaning of 'Stimulate' pertains to the creation of a medium capable of fostering the development of empathy in 5-6 years old children towards deaf children.

### DESIGN PROJECT

This pull-tab interactive book is designed with a central theme of friendship. Additionally, it includes ways to greet deaf children and provides examples of simple sign language gestures that can be used to show support for deaf children. The book is enhanced with Augmented Reality to create an engaging and enjoyable reading experience for children.

