



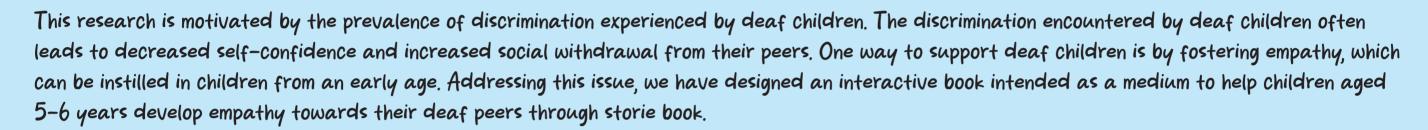


DESIGNING INTERACTIVE BOOK

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

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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



"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.