

Designing Flashcards of Javanese Musical Instruments for Children Aged 4-6 Years as an Effort to Introduce Traditional Culture

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Backgrounds

Introducing traditional arts to young children is a crucial effort to maintain cultural identity, foster a sense of nationalism, and help children develop a character that imbues them with a love for their nation. The primary factor hindering children's understanding of traditional musical instruments is the limited facilities and support for learning and exploring them.

Goal

The goals of this project is to serve as an alternative tool for introducing Indonesian culture in an engaging and enjoyable way. It also aims to support the preservation of cultural identity, foster a sense of nationalism, shape children's character to love their country, and introduce traditional musical instruments as part of early cultural education

Design Concept

Based on the analysis of SWOT, STP, and USP, the keyword selected is **Fascinating**, representing an appeal that sparks curiosity. This flashcard engages young children through strong visuals and allows them to view traditional musical instruments in augmented reality, creating an immersive and engaging learning experience.

Method Design

This project was developed using the Design Thinking approach, which involves five key stages:

1

Empathize : Conducting literature reviews, interviews with psychologists, parents, and children (ages 4–6), and observations at a kindergarten in Surabaya to understand the problem and user needs.

2

Define : Analyzing and organizing data to identify the core problem, followed by concept development using SWOT, STP, USP, and KCM.

3

Ideate : Exploring visual concepts and creating design sketches using graphic design software.

4

Prototype : The flashcards consist of 16 cards, each equipped with augmented reality (AR) that can be accessed through the Nada Nusantara app. This AR feature allows users to hear the authentic sounds of the traditional musical instruments displayed.

5

Testing : The trial results showed a positive response from children aged 4–6 years old who were accompanied by their parents. Children were drawn to the illustrations and AR features, while parents actively guided them. Flashcards were found to help children learn about Indonesian culture in an engaging way, with strong visuals and easy-to-understand information.

Findings

Based on user testing, several aspects require improvement: the illustrations and AR need to be better aligned, the flashcards could be made lighter, and the character designs can be further developed for clearer differentiation.

