

## **CHAPTER V**

### **CONCLUSION**

#### **5.1 Conclusion**

This design was made in response to the public's low level of education and awareness about sharks in public, especially among children. An interactive encyclopedia book about sharks and their important role can effectively convey its message and education to children from 10 to 11 years old through interesting and interactive learning experiences.

This encyclopedia book discusses basic information about sharks using simple Indonesian language so children can easily understand the learning material of the book. The use of encyclopaedia media that relies on interesting illustrations to depict sharks in Indonesia in delivering educational material can spark some curiosity among children 10-11 years old to learn more about sharks, and with the addition of interactive elements such as pop-up, pull-tab and Augmented Reality children won't get bored while reading. Instead of just reading and seeing sharks, the book invites children to interact directly with the educational media, this creates two-way interaction and increases the effectiveness in delivering material, consequently children not only learn but can also be entertained during the learning process.

It is hoped with this book children will have deeper knowledge about sharks and their important roles so in the future awareness towards sharks can be increased so protection and conservative efforts can be improved to prevent the complete extinction of sharks.

#### **5.2 Suggestion**

This design shows that with an effective delivery method, people can easily understand a subject that was previously misunderstood. For that reason, further development towards interactive encyclopaedias discussing other subjects that need more attention and awareness is recommended as the next step to this design. As effective as it is, this design still has its flaws and imperfections due to time constraints and limited ability to cover all 180 sharks in Indonesia, while educating children about sharks is important but it is also important to educate sharks to other target audiences such as adults and older people. Therefore, an interactive digital encyclopedia that relies on an app with more complex and detailed information discussing even more sharks and their conservative efforts is also recommended as the next step to this design, this allows every single age group to understand and pushes more conservation efforts towards sharks.