

**FINAL PROJECT**

**DESIGNING AN INTERACTIVE ENCYCLOPEDIA BOOK ABOUT  
SHARKS IN INDONESIA AS AN EDUCATION MEDIA FOR KIDS 10-11  
YEARS OLD**

To Fulfill Partial Requirements for Obtaining a Bachelor's Degree (S-1)



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UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR**

**2025/2026**

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INDONESIA AS AN EDUCATION MEDIA FOR KIDS 10-11 YEARS OLD

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**AGREEMENT PAGE**

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## STATEMENT OF FREE PLAGIARISM

I, the undersigned

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I declare that in this scientific document of Final Project there is no part of another scientific work that has been submitted to obtain an academic degree at a Higher Education institution, and there is also no work or opinion that has been written or published by another person/institution, except those that are writtenly cited in this document and stated in full in the bibliography.

And I declare that this scientific document is free from elements of plagiarism. If in the future there is an indication of plagiarism in this Final Project, I am willing to accept sanctions in accordance with applicable laws and regulations.

Thus, I make this statement letter truthfully without any coercion from anyone and to be used as it should be.

Surabaya, April 20 2026

Who Made the Statement



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## ABSTRACT

The environment at the moment is experiencing damages and facing many problems, every component inside an ecosystem experiences the consequences, one of them is sharks. Indonesia is one of the few countries with the most shark catches in the world, a few factors that caused it are economic factors and inadequate education about sharks. According to research, education towards fishermen as one of the few perpetrators that are responsible for shark catches has inadequate education towards sharks and rejected the idea of shark conservation, this is due to the lack of education towards shark and its important role. Research shows that adults are not effective to be given education, which causes education towards sharks that should be grown from childhood where education can be delivered more effectively. However education media about sharks in Indonesia for kids is not widely available in many book stores and libraries.

This design will use the ADDIE method (Analysis, Design, Development, Implementation, Evaluation) to develop an interactive encyclopedia educational media for children especially for children at the age of 10-11 years old. The data will be obtained through interviews with Shark Conservation manager, and an elementary school teacher, besides that data will also be obtained from observation on book stores and libraries. The data is supported by literature and mass media studies.

The results of the research from the data that has been gathered shows that the existence of educational media about sharks in Indonesia is very lacking where in some bookstores and libraries there are only a few books that discuss sharks in general. Data that has been gathered shows that normal educational media that only rely on text to explain is less appealing to children and less effective in conveying information. Therefore, the creation of interactive and interesting educational media about sharks in Indonesia is needed.

This interactive encyclopedia is designed to be an engaging and effective learning tool for raising awareness of sharks in Indonesia among elementary school-aged children. This will, in turn, increase the public awareness and understanding of sharks and their vital role in the marine ecosystem.

Keywords: Encyclopedia, Shark, Interactive Media, ADDIE Method

## FOREWORD

Praise and gratitude to God Almighty for His grace and blessings during the completion of the final project report "Designing an Interactive Encyclopedia Book About Sharks in Indonesia for Children Aged 10-11 as an Educational Medium," which enabled this project to proceed smoothly from start to finish and be completed on time. It is hoped that this project will increase awareness and knowledge about sharks among children aged 10-11.

This project would not have been possible without the assistance, support, and prayers of various parties. Therefore, the author would like to express his deepest gratitude to:

1. Allah SWT, for all the grace, blessings, and providence bestowed throughout the making of this project.
2. My family at home for their continued financial assistance and emotional support throughout this project.
3. All the lecturers and educational staff of the Visual Communication Design Department for their knowledge and assistance throughout the course.
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5. The primary examiners and the assistant examiners for their criticism and suggestions during this design.
6. The experts who agreed to be resource persons for this design.
7. My friends who provided endless support and assistance during this design.

The author realizes that this writing and design are still imperfect and contain errors. Therefore, the author welcomes constructive criticism and suggestions from all parties for future improvements. It is hoped that this report will be beneficial to readers and those studying Visual Communication Design, especially in the development of effective educational media for children.

Surabaya, April 20 2026

Marvel Fairuz Nararya

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