

FINAL PROJECT

POP-UP STORYBOOKS DESIGN AS AN EDUCATIONAL MEDIUM FOR THE USE OF GADGETS IN CHILDREN

To Meet Some of the Requirements in Obtaining a Bachelor's Degree (S-1)



By:

Oscar Ade Gunawan

21052010014

Supervisor 1:

Mahimma Romadhona, S.T., M.Ds.

Supervisor 2:

Sri Wulandari, S.Sn., M.A.

**STUDY PROGRAM OF VISUAL COMMUNICATION DESIGN
FACULTY OF ARCHITECTURE AND DESIGN
NATIONAL DEVELOPMENT UNIVERSITY "VETERAN" EAST JAVA
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APPROVAL PAGE

**POP-UP STORYBOOKS DESIGN AS AN EDUCATIONAL MEDIUM
FOR THE USE OF GADGETS IN CHILDREN**

Compiled by:
OSCAR ADE GUNAWAN
21052010014

Has been defended in front of the Examiner Team

On: 20 April 2026

Supervisor 1



Mahimma Romadhona, S.T., M.Ds.
NIP. 19880428 201803 2001

Supervisor 2



Sri Wulandari, S.Sn., M.A.
NIP: 199304192025062006

Examiner 1



Diana Aqidatun Nisa, S.T., M.Ds.
NIP. 19900611 201803 2001

Examiner 2



Masnuna, S.T., M.Sn.
NIPPPK. 19840512 202121 2004

This Final Project has been accepted as one of the requirements
to obtain a Bachelor of Design (S-1)

Dean of the Faculty of Architecture and Design



Ibnu Sholichin, S.T., M.T
NIPPPK. 19710916 202121 1004

AGREEMENT PAGE

**POP-UP STORYBOOKS DESIGN AS AN EDUCATIONAL MEDIUM
FOR THE USE OF GADGETS IN CHILDREN**

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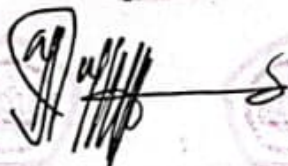
OSCAR ADE GUNAWAN

21052010014

Has been defended in front of the Examiner Team

On: 20 April 2026

Supervisor 1



Mahimma Romadhona, S.T., M.Ds.
NIP. 19880428 201803 2001

Supervisor 2



Sri Wulandari, S.Sn., M.A.
NIP: 199304192025062006

This Final Project has been accepted as one of the requirements
to obtain a Bachelor of Design (S-1)

Head of Visual Communication Design Study Program



Masnuna, S.T., M.Sn.
NIPPPK. 19840512 202121 2004

STATEMENT OF FREE PLAGIARISM

I, the undersigned:

Name : Oscar Ade Gunawan
NPM : 21052010014
Program : Bachelor (S1)
Study Program : Visual Communication Design
Faculty : Architecture and Design

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.

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Surabaya, May 21, 2026

Who Made the Statement



Oscar Ade Gunawan

NPM: 21052010014

ABSTRACT

The rapid development of gadget technology has led to an increase in gadget use among all groups, including children. Gadget use by children, if not accompanied by proper understanding and guidance, can have various negative impacts. Excessive gadget use can impact social and emotional development, as well as learning abilities, if not properly supervised. Therefore, educational media are needed that can convey educational messages about the proper use of gadgets appropriate to the child's age. This project aims to create an educational pop-up book as a learning medium for children at the B1 level on wise gadget use. The book uses illustrations with stories tailored to children's daily lives and interactive pop-up media to enhance reader engagement.

The design method employed in this design is Design Thinking, which consists of the stages of empathize, define, ideate, prototype, and test. Data collection for this project involved literature studies, interviews, observations, and questionnaires. The data obtained was then analyzed using the 5W+1H method to draw conclusions.

By designing a pop-up storybook on gadget use in children, it is hoped that it will assist parents and teachers in educating children about gadget use and help mitigate the negative impacts of gadgets on children.

Keywords: Pop-up Storybook, Gadget Use in Children, Educational Media

FOREWORD

The author expresses his gratitude to Almighty God, by His grace and blessings, he was able to successfully complete the design entitled "Educational Pop-Up Book Design on Gadget Use for Children." This design is an interactive educational medium to help children understand the wise use of gadgets in an engaging and enjoyable way.

The author would like to express his gratitude to all those who have assisted and supported the process of developing this design. Therefore, he would like to express his gratitude to:

1. Allah SWT and the Prophet Muhammad (peace be upon him).
2. My parents and my entire family for their financial, physical, and spiritual support and prayers.
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The author acknowledges that this design still has shortcomings. Therefore, criticism and suggestions are highly appreciated for the development of better reports in the future. And hopefully, this final project report will be beneficial to readers and all of us.

Surabaya, May 11, 2026

Oscar Ade Gunawan

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