

CHAPTER V

CLOSING

5.1. Conclusion

The design of this pop-up storybook as an educational medium for children on gadget use is based on the phenomenon of very high gadget use in Indonesia, including among children, and a lack of understanding of gadget use and a lack of educational media for children. This design is expected to help educate children about gadget use so they can use it wisely.

This book measures 21 x 21cm with a hardboard cover and is covered in 120 gsm matte laminated art paper with 210 gsm art paper inside. It has a total of 36 pages with 32 illustrations and 4 additional pages.

The front cover of this book features the characters Pixel and Pixie inside a tablet, which aims to introduce the main characters as AI characters with avatars inside the tablet. The first page contains the copyright page and the inside cover. The back page contains the author's bio, and the inside cover, which is a pattern. The back cover also contains a synopsis of the story with a textured background of a table with a tablet containing the synopsis.

5.2. Suggestion

This design demonstrates that pop-up storybooks have significant potential as a tool for educating children about gadget use. This design is expected to inspire and benefit future researchers in developing pop-up educational books. Furthermore, this book is expected to be used as a supporting medium for educating children about gadget use, both at school and at home.

Through this design, the author realized that the educational media produced was still in its early stages of development. Therefore, it is hoped that future researchers can develop pop-up storybooks with more in-depth material and more varied pop-up mechanisms.