

## **CHAPTER V**

### **CONCLUSION AND RECOMMENDATIONS**

#### **5.1 Conclusion**

The design of an interactive self-discovery picture book as a learning tool to help children aged 9–11 identify their interests and talents stems from the phenomenon of a lack of self-understanding during childhood, which can have lasting effects in adulthood, as well as limited teaching methods, underdeveloped interests and talents, and the lack of specific supporting materials. This design is expected to foster self-awareness and self-confidence through interactive visual media. The medium is a square-shaped book measuring 21x21 cm with a total of 46 pages (42 pages of story content). The book contains an illustrated story about a child who goes on an adventure in a magical land to discover their potential. There, they meet friends, each with their own unique potential. The book features interactive elements such as pop-ups, pull-tabs, flip-flaps, fill-in-the-blanks, puzzles, and more.

In addition to the main media, supporting media were also designed. There are nine supporting media designed to complement the main media, such as reflection materials, enhancing the visual identity of the design, and expanding the dissemination of the book's message. The supporting media designed include a diary, t-shirts, water bottles (tumblers), slayers, bags, hats, sticker packs, keychains, and pins. The integration of the main and supporting media in this design ensures that the audience's self-exploration experience is optimized.

#### **5.2 Recommendations**

Through this design, it is hoped that an adaptive educational learning medium can be provided to support the development of children's character and potential (beyond just academics) and that it can serve as a reference source for applying theories of developmental psychology and visual communication design in the creation of educational media. For future designs, this physical book can be enhanced with digital technologies, such as Augmented Reality (AR) or smartphone-based applications. This can provide a more immersive and interactive experience for children.