

## **CHAPTER V**

### **CONCLUSION**

#### **5.1 Conclusion**

Tawheed education is the fundamental foundation of a child's character; however, its abstract concept is difficult to grasp for children aged 4-6, who are still at the stage of concrete, intuitive, and symbolic thinking. Field findings indicate that parents and teachers often struggle to convey the concept of Allah's oneness in simple language. According to interviews, teachers reported that children are more enthusiastic about learning media that can be played with.

This design resulted in an interactive illustrated book entitled "*Cara Allah Menyayangi Tubuhku: Kejutan di Gigi Luna*" as an alternative educational medium. The book employs interactive elements such as pop-ups, lift-the-flap, pull tabs, and magnetic features to enhance children's emotional engagement and focus without reliance on digital devices. The tawheed concepts of Ar-Rahman and Ar-Rahim are delivered through a concrete approach, illustrated by a universal experience, losing a tooth, as a bridge to understanding Allah's compassion in caring for the human body. Visually, the book adopts an expressive cartoon style, pastel and bright colors, and child-friendly typography. The design process followed the design thinking methodology, consisting of the stages of empathize, define, ideate, prototype, and test. The final design was validated by experts and the target audience with high scores, demonstrating that this medium is feasible and appealing for early childhood learners.

In addition to the main media, the project also produced supporting materials such as notebooks, stationery, stickers, keychains, bags, lunch boxes, water bottles, lunch bags, and children's t-shirts, which help internalize tawheed values and strengthen the book's brand awareness in children's daily routines. Overall, this design creates an educational media solution that bridges the abstract concept of tawheed with the cognitive capacity of young children through interactive elements and contextual storytelling.

#### **5.2 Suggestions**

This design focuses on the tawheed attributes of Allah, Ar-Rahman (The Most Compassionate) and Ar-Rahim (The Most Merciful), conveyed through the universal experiences of early childhood with contextual narratives. Future research may expand

the scope of tawheed education to include tawheed rububiyah or tawheed uluhiyyah, as well as other elements of the pillars of faith, adapted to the cognitive capacity of children.

Beyond pop-up, lift-the-flap, pull tab, and magnetic features, subsequent studies could integrate additional sensory elements such as audio features (sound books), play-based activities like puzzles, or more complex mechanical movements to further stimulate children's fine motor skills. Considering that interactive media are prone to damage when used without intensive supervision, future development should also examine the use of more durable yet safe materials, while maintaining efficient production costs.