

**FINAL PROJECT**

**INTERACTIVE STORYBOOK OF H.O.S TJOKROAMINOTO AND  
RUMAH PENELEH AS MUSEUM EDUCATION MEDIA**

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



By:

**Savira Fithrotus Tsania**  
**NPM 22052010014**

Supervisor 1:

**Mehimma Romadhona, S.T., M.Ds.**

Supervisor 2:

**Aileen Solicitor, C.R.E.C, S.T., M.Ds.**

**STUDY PROGRAM OF VISUAL COMMUNICATION DESIGN  
FACULTY OF ARCHITECTURE AND DESIGN  
UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR**

**2025/2026**

**APPROVAL PAGE**

**INTERACTIVE STORYBOOK OF H.O.S TJOKROAMINOTO AND RUMAH  
PENELEH AS MUSEUM EDUCATION MEDIA**

**Complied by:**

**SAVIRA FITHROTUS TSANIA**

**22052010014**

**Has been defended to front of the Examiner Team**

**On : April 21, 2026**

**Supervisor 1**



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

**NIP. 19880428 291803 2001**

**Supervisor 2**



**Allicena Solicitor.C.R.E.C, S.T.,M.Ds.**

**NIPPPK. 19870119 202421 2024**

**Examiner 1**



**Masnuna, S.T., M.Sn.**

**NIPPPK. 19840512 202121 2004**

**Examiner 2**



**Fungky Febi Arifianto, S.Sn., M.Sn**

**NIP. 19900202 202203 1008**

**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**

**INTERACTIVE STORYBOOK OF H.O.S TJOKROAMINOTO AND RUMAH  
PENELEH AS MUSEUM EDUCATION MEDIA**

**Complied by:**

**SAVIRA FITHROTUS TSANIA**

**22052010014**

**Has been defended to front of the Examiner Team**

**On : April 21, 2026**

**Supervisor 1**



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

**NIP. 19880428 201803 2001**

**Supervisor 2**



**Aileen Solitor.C.R.E.C, S.T.M.Ds.**

**NIPPPK. 19870119 202421 2024**

**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 : Savira Fithrotus Tsania  
NPM : 22052010014  
Program : Bachelor (S-1)  
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.

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, May 21, 2026  
Who Made the Statement



Savira Fithrotus Tsania  
NPM. 22052010014

## FOREWORD

Praise be to Allah SWT, God Almighty because by His grace, the designer was able to complete the design of the final project entitled "H.O.S Tjokroaminoto and Rumah Peneleh as Museum Educational Media" properly and on time.

This design was completed thanks to prayer, support, assistance, and input from various parties who played a role in the process of designing this interactive storybook. Therefore, on this occasion the designer would like to thank as much as possible to:

1. Allah SWT the Most Merciful. Thanks to Grace, Blessing, and Guidance, the designer was able to overcome every obstacle that existed, so the design of this interactive storybook came to this point.
2. Myself. Those who have been able to survive, process, and complete this long journey until the end. Thank you for not giving up when facing fatigue and various challenges during the design process.
3. Parents and family. Abi, Umi, Kak Auliya, and Naura who always provide prayers and support endlessly. Thank you for all the sacrifices, patience, and trust that has been given so that the planner was able to complete this design.
4. Beloved friends aespo and yayuk, Awan, Nady, Gita, Dina, Anggun, Suli, and Naya. Who have accompanied, helped, and even struggled together in carrying out this design. Thank you for all the support and togetherness, for being a place to lean on and confide. The small support you have given means a lot in the designer's journey to reach this stage.
5. Mrs. Dhona as the supervisor. Thank you for providing very meaningful guidance, direction, and input during this design process.
6. Mr. Ozon and Mr. Harrys as stakeholders of the H.O.S Tjokroaminoto Museum. Thank you for your willingness to help obtain valuable data, insights, and first-hand experience about H.O.S Tjokroaminoto and Rumah Peneleh.
7. Virtual friends on Roblox games. Thank you for the entertainment to simple conversations that helped the designer get through the fatigue and stress during the design process.

And there are many more parties that the designer cannot name one by one. The design of this interactive storybook is a meaningful learning process in the face of various obstacles. The designer realized that this design was far from perfect. Therefore, designers are very open to constructive criticism and suggestions for the development of better design in the future.

Hopefully the design of this interactive storybook can provide benefits and become an educational medium for the H.O.S Tjokroaminoto Museum.

Surabaya, May 10, 2025

A handwritten signature in black ink, appearing to read 'Savira'.

Savira Fithrotus Tsania

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## ABSTRACT

The importance of nationalism among the younger generation as a foundation for the unity of the Indonesian nation, especially in the current era of globalization and technological advancement. The Rumah Peneleh of H.O.S Tjokroaminoto, currently a museum, plays a crucial role as an educational medium in instilling the values of struggle and nationalism in Indonesian society, especially children. However, the media currently available at the museum is considered unattractive and does not effectively meet children's needs. Therefore, innovation is needed to develop more interactive educational media to better understand the contents of the H.O.S. Tjokroaminoto Museum.

This design uses the ADDIE method (Analysis, Design, Development, Implementation, Evaluation) with a qualitative approach. With direct museum observation techniques, interviews with museum educators and museum guides, as well as questionnaires addressed to children visitors aged 7-12 years, and literature studies in the form of journals, websites, and books as secondary data. By combining these design methods and data sources, the design is expected to produce a complete and valid understanding of the effectiveness of designing interactive storybooks as educational media in museums.

The analysis shows that there is currently no interactive children's storybook specifically featuring the story of H.O.S. Tjokroaminoto and the Rumah Peneleh for educational media in museum an engaging and appropriate way for ages 7-12. The concept of an interactive storybook with full-color illustrations, simple narrative, and 3D pop-up visuals can help children understand the values enshrined in museums.

The design of this interactive storybook can be an effective solution to enhance children's education during museum visits. This media is expected to not only help children understand the historical information presented but also foster active engagement through engaging interactive elements that stimulate their curiosity.

Keywords: H.O.S Tjokroaminoto, Storybook, Museum, Pop-up