

## CHAPTER V

### CONCLUSION

#### 5.1 Conclusion

The design of this Augmented relation-based interactive book aims to help children aged 9-12 years understand the types of waste such as organic, inorganic, and B3 waste, as well as the impact on the environment, and its processing, with a fun and still relevant approach for children. Based on the results of the research, it shows that there are still many children who do not understand these types of waste, and are still confused in their application in daily life. In addition, children also tend to be interested in book media that has bright visualizations, and cartoon-style as well as interactive and fun learning media, so this design is considered relevant to increase children's interest in waste sorting materials.

In addition, the use of *Augmented reality* features and mini games in books is an added value in increasing a child's involvement in learning and understanding the content of books. Thus, this book is expected to be an educational, interactive, and effective medium in helping children understand and foster awareness of protecting the environment, especially waste from an early age.

#### 5.2 Suggestions

This book can be developed through the addition of other more diverse interactive features such as more detailed and complex AR animated content, educational games in the book, or garbage sorting activities that can be done with the help of parents or teachers. The distribution of this book should be expanded to elementary schools, environmental education activities, libraries, so that it is more useful for many people. Storytelling-based learning methods combined with interactive technology like this can also be applied to other education-themed media so that the children's learning process becomes more interesting, educational, and close to children's daily lives.