

**SEMARANG HERITAGE IN 3D: DEVELOPING
CONTENT OF AN INTERACTIVE POP-UP BOOK ON
HISTORICAL SITES AS A LEARNING MEDIUM FOR
ELEMENTARY SCHOOL CHILDREN**



FINAL ASSIGNMENT

A Partial Fulfilment of the Requirements for the Applied Foreign
Language Bachelor Degree

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2025

STATEMENT OF ORIGINALITY

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APPROVAL SHEET

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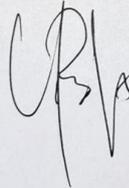
**Semarang Heritage in 3D: Exploring Historical Sites through an Interactive Pop-Up
Book for Elementary School Children**

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ABSTRACT

The aim of this research is to develop an innovative learning medium in the form of an interactive pop-up book entitled "Time Travelers: Uncovering Semarang History," intended for elementary school students. The book is designed to introduce the local history of Semarang City in a fun, visually appealing way that is easily understood by children. This study uses the Research and Development (R&D) method, adapted from the Borg and Gall (1983) development model. This method consists of eight stages: data and information collection; planning; development of the initial product form; initial field trial; revision of the main product; operational field trial; final product revision; and dissemination and implementation. The product was developed through a design process involving the selection of visual characters, color schemes appropriate for historical objects, interactive layouts, and light, easily understandable language. The book also has a mini-quiz feature to encourage direct interaction with readers. Responses from 31 participants in the trial stage showed that the pop-up book is feasible, interesting, and effective as a medium for learning history. This study concludes that this book can serve as an enjoyable educational resource while promoting the preservation of local culture from an early age.

Keywords: Pop-up book, Educational Media, Elementary students, Semarang historical sites, R&D Methods

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran inovatif berupa buku pop-up interaktif berjudul “Time Travelers: Uncovering Semarang History”, yang ditujukan bagi siswa sekolah dasar. Media ini dirancang untuk mengenalkan sejarah lokal Kota Semarang dengan cara yang menyenangkan, visual yang menarik dan mudah dipahami oleh anak-anak. Pendekatan yang digunakan dalam penelitian ini adalah metode Research and Development (R&D) yang diadaptasi dari model pengembangan Borg and Gall (1983), yang terdiri dari delapan tahapan utama: pengumpulan data dan informasi, perencanaan, pengembangan bentuk awal produk, uji coba lapangan awal, revisi produk utama, uji coba lapangan operasional, revisi akhir produk, dan diseminasi serta implementasi. Produk dikembangkan melalui proses desain yang melibatkan pemilihan karakter visual, skema warna yang sesuai dengan objek bersejarah, tata letak interaktif, serta penggunaan bahasa yang ringan dan ramah anak. Buku ini juga dilengkapi dengan fitur kuis mini sebagai bentuk interaksi langsung dengan pembaca. Hasil tanggapan dari 31 responden pada tahap uji coba menunjukkan bahwa buku pop-up ini dinyatakan layak, menarik, dan efektif digunakan sebagai media pembelajaran sejarah. Penelitian ini menyimpulkan bahwa buku ini dapat menjadi alternatif media edukatif yang menyenangkan sekaligus memperkuat pelestarian budaya lokal sejak usia dini.

Kata Kunci : Buku Pop-up, Media Pembelajaran, Siswa Sekolah Dasar, Situs-Situs Bersejarah Semarang, Metode R&D

TABLE OF CONTENTS

TITLE	
STATEMENT OF ORIGINALITY	i
APPROVAL SHEET	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	v
ABSTRAK	vi
TABLE OF CONTENTS	vii
FIGURES	ix
TABLES	x
CHAPTER I INTRODUCTION	1
1.1 Research Background	1
1.2 Statements of The Problem	4
1.3 Objectives of Research	4
1.4 Significance of The Research	4
1.5 Research Output	5
CHAPTER II LITERATURE REVIEW	6
2.1 Historical Sites	6
2.2 Book	6
2.3 Pop Up Book	7
2.4 Media	8
2.4.1 Educational Media	9
2.4.2 Interactive Educational Media	9
2.5 Elementary School Children	10
2.6 Previous Studies	11
CHAPTER III RESEARCH METHODOLOGY	13
3.1 Research Methodology	13
3.2 Development Procedures	16
3.2.1 Research and Information Collecting	16
3.2.2 Planning	18

3.2.3	Develop Preliminary Form of Product.....	18
3.2.4	Preliminary Field Testing.....	18
3.2.5	Revising Main Product.....	19
3.2.6	Operational Field Testing.....	20
3.2.7	Final Product Revision.....	24
3.2.8	Dissemination & Implementing.....	24
CHAPTER IV RESULT AND DISCUSSION		27
4.1	Result	27
4.1.1	The Process of Creating Interactive Pop-Up Book	27
4.1.1.1	Research and Information Data Collection	27
4.1.1.2	Planning	29
4.1.1.3	Developing Preliminary Form of Product.....	36
4.1.1.4	Preliminary Field Testing.....	38
4.1.1.5	Revising Main Product.....	39
4.1.1.6	Operational Field Testing.....	41
4.1.1.7	Revising Final Product.....	43
4.1.1.8	Disseminating and Implementing	44
CHAPTER V CONCLUSION.....		47
5.1	Conclusion	47
5.2	Suggestion.....	48

FIGURES

Figure 3. 1 R&D Method Steps (Borg & Gall, 1983).....	13
Figure 3. 2 Stages of designing pop-up book.....	16
Figure 3. 3 Media expert validation form	19
Figure 3. 4 Material expert validation form	19
Figure 4. 1 Scheme of Pop-Up Mechanism	32
Figure 4. 2 Sketch of Companion Character.....	33
Figure 4. 3 Digital Pop-Up Mechanism	33
Figure 4. 4 Pop-Up Accordion Mechanism	34
Figure 4. 5 Front and Back Cover Design.....	34
Figure 4. 6 Mini Quizzes Design	35
Figure 4. 7 Color Palette Used in the Pop-Up Book	37
Figure 4. 8 Media expert form before validation	38
Figure 4. 9 Media expert form after validation	39
Figure 4. 10 Gereja Blenduk before revision	39
Figure 4. 11 Gereja Blenduk after revision.....	40
Figure 4. 12 Sam Poo Kong before revision	40
Figure 4. 13 Sam Poo Kong After Revision	40
Figure 4. 14 Font color before revision.....	40
Figure 4. 15 Font Color After Revision	41

TABLES

Table 3. 1 List of Statement in The Questioner	20
Table 3. 2 Likert Scale Score Levels	22
Table 3. 3 Interval Assessment	23
Table 3. 4 Schedule planning	25
Table 3. 5 Production cost details	25
Table 4. 1 List of respondents	42
Table 4. 2 Table of respondent interval	Error! Bookmark not defined.