

**DESIGNING AN ENGLISH SMART BOOK: *MUMU'S
GARDEN ADVENTURE* AS A LEARNING MEDIA FOR
YOUNG LEARNERS**



FINAL PROJECT

**A Partial Fulfilment of the Requirements for the Degree of
Bachelor of Applied Foreign Languages**

by

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2026

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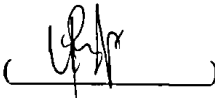
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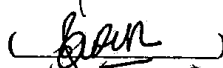
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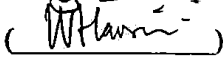
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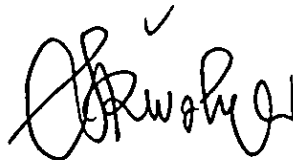
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Hereby honestly declare that this undergraduate thesis/final project is entirely my own original work and has no substantial similarities or duplication with any other thesis. All sources used have been properly and appropriately cited.

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I realize that this Final Project is far from perfect and still has many limitations. Therefore, constructive criticism and suggestions are highly appreciated for the improvement of this work in the future. I sincerely hope that this Final Project will be beneficial to readers and contribute to the development of knowledge, particularly in the fields of early childhood education and English language learning development.

Semarang, June 30th 2026



Safa Anisa Parahita

ABSTRACT

This study aims to design an English smart book based on sensory play to serve as a learning medium for children aged four to six. The study is motivated by the need for learning materials designed according to the characteristics of early childhood learning through concrete experiences and play activities. The research and development (R&D) method was used, consisting of stages of needs analysis, product design, expert validation, revision, and limited testing. Data were obtained through validation questionnaires and observation sheets and analyzed descriptively and quantitatively using percentages. The expected outcome of this study is a systematic and attractive design for an English Smart Book based on sensory play that aligns with the developmental characteristics of early childhood.

Keywords: designing sensory play, English Smart Book, learning media, young learners, Research and Development (R&D)

ABSTRAK

Penelitian ini bertujuan untuk merancang English Smart Book berbasis sensory play sebagai media pembelajaran bagi anak-anak usia 4-6 tahun. Penelitian ini dilatarbelakangi oleh kebutuhan akan media pembelajaran yang dirancang sesuai dengan karakteristik anak pada usia dini yang belajar melalui pengalaman konkret dan aktivitas bermain. Metode yang digunakan adalah Research and Development (R&D) dengan tahapan analisis kebutuhan, perancangan produk, validasi ahli, revisi, dan uji coba terbatas. Data diperoleh melalui angket validasi dan lembar observasi, kemudian dianalisis secara deskriptif kuantitatif menggunakan persentase. Hasil yang diharapkan dari penelitian ini adalah terciptanya desain English Smart Book berbasis sensory play yang sistematis, menarik, dan sesuai dengan karakteristik perkembangan anak usia dini.

Kata Kunci: *designing sensory play, English Smart Book, media pembelajaran, young learners, R&D*

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