

## **ABSTRACT**

This research is made to create a bilingual storybook with an aim to educate children through a storybook, “Julian’s Gadget” is an education learning media in a form of bilingual storybook written in English and Bahasa Indonesia, the book offers a character education within gadget addiction theme, allowing children to learn about what could go wrong if spending too much time in front of a gadget, the storybook also offers children an English vocabulary learning. This research adopted research and development method in Semesta Bilingual Elementary School. During the process of obtaining the storybook, this research found the students are indicated with a gadget addiction due to having an excessive time playing with gadget during the pandemic of Covid-19, when the school should conduct an online learning during the pandemic. This finding was obtained through interview with several teachers. With gadget addiction added as the problem, this gave an idea for author to made storybook a fun learning media for the students, through “Julian’s Gadget” storybook the message about what could go wrong when spending too much time in front of a gadget could be delivered. The result of the product was obtained by giving questionnaire to the experts and teachers, the result shown that the storybook could be a good learning medium for 5<sup>th</sup> grader of Semesta Bilingual Elementary School to learn about character and moral socialization, and also learning about gadget addiction could lead to serious eye health issue.

**Keywords: Character Education, Learning Media, Storybook**