

ABSTRACT

"Julian's Gadget" is an education learning media in the form of a bilingual storybook written in English and Bahasa Indonesia, the book offers a character education within a 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. In Semesta Bilingual Elementary School, the research and development technique was used. During the process of collecting the storybook, this research discovered that the children had a gadget addiction as a result of spending too much time playing with gadgets during the pandemic of Covid-19, when the school should be conducting online learning during the pandemic. This conclusion was reached after interviews with several teachers. With gadget addiction included as an issue, the author had the idea to create a fun learning media for the children, and through "Julian's Gadget" storybook, the lesson about what may go wrong when spending too much time in front of a gadget could be communicated. The product's outcome was obtained by distributing questionnaires to experts and teachers; the results indicated that the storybook could be a good learning medium for 5th graders at Semesta Bilingual Elementary School to learn about character and moral socialization, as well as learning about gadget addiction, which could lead to serious eye health issues.

Keywords : Storybook, Gadget Addiction, Character Education