

**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

By:

Tazkia Aulia Rahma

SID: 400205216050059

**BACHELOR OF APPLIED FOREIGN LANGUAGE
VOCATIONAL COLLEGE UNIVERSITAS DIPONEGORO**

2025

STATEMENT OF ORIGINALITY

This is to certify that the thesis is definitely my original work. I am completely responsible for the content of this thesis. Other writers' opinions or findings included in this project are quoted or cited in accordance with ethical standards. I understand the full consequences if I took somebody else's ideas, phrases, or sentences without proper references.

The undersigned below:

Name : Tazkia Aulia Rahma

SID : 40020521650059

Signature :

Date : July 10th, 2025

APPROVAL SHEET

**APPROVAL SHEET
A FINAL PROJECT**

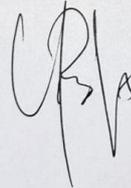
**Semarang Heritage in 3D: Exploring Historical Sites through an Interactive Pop-Up
Book for Elementary School Children**

by

**Tazkia Aulia Rahma
SID : 40020521650059**

Date: July 10th, 2025

**Approved by
Supervisor**



**Lilis Lamsehat Panjaitan S.Pd., M.A.
NIP. 198907232024062001**

ACCEPTANCE

This Final Project was submitted by:

Name : Tazkia Aulia Rahma

SID : 40020521650059

Study Program : Applied Foreign Languages (Bahasa Asing Terapan)

Title of Final Project : Semarang Heritage in 3D: Developing Content of an Interactive Pop-up Book on Historical Sites as a Learning Medium for Elementary School Children

“This study has been examined and is accepted for impartial fulfilment of the requirement for the degree of Bachelor of Applied Foreign Language of Vocational College, Universitas Diponegoro”

Board of Examiners:

1. Lilis Lamsehat Panjaitan, S.Pd., M.A. (Chairperson) : (..........)
2. Aditya Nur Patria, S.Hum., M.App.Ling. (Member) : (..........)
3. Naila Rohmah, S.Pd., M.Li. (Member) : (..........)

Semarang, 15 August 2025

Head of Applied Foreign Language Study Program



Sriwahyu Istana Trahutami, S.S., M.Hum.
NIP. 197401032000122001

ACKNOWLEDGEMENT

In the name of Allah, the Entirely Merciful, the Especially Merciful. All praise is due to Allah, Lord of the worlds. He has allowed me to accomplish the entire works. This report was compiled as a result of research in making an Interactive Pop-Up Book for Elementary Children.

On this occasion, the researcher expresses her sincere gratitude to all those who have provided guidance, support, and prayers during the process of preparing this final project. Every help given, no matter how small, is very meaningful in perfecting this research. This gratitude is given to:

1. Lilis Lamsehat Panjaitan, S.Pd., M.A., as supervisor who is always motivating and supportive, and who showed great kindness throughout the research process,
2. All lecturers in the Applied Foreign Language study program whose names cannot be mentioned one by one, who have shared knowledge, insights, and inspiration during the researcher's lectures and as well as all staff who have helped and provided me with all of the necessary materials,
3. My beloved family, Mamah, Pak Wid, Mas Faris, Mas Luthfi, Mas Bagus, thank you for your unending love and prayers that always accompany, and physical and mental support that is a strong foundation in every step of the researcher until this final project is completed,
4. Tigo Creative Team, especially Mas Dafa and Cak Samsul, thank you for your dedication and creativity that has helped realize the idea into reality, which finally this pop-up book is not just a concept, but present as a work that can be enjoyed,
5. My dearest friends, Griselda, Caca, Dretsvi, Fitrah and Galih for their meaningful togetherness, support and help during the researcher's final project,
6. My partner Griselda Ayu for her never-ending spirit, for mutual support and mutual strengthening in every step to complete this final project together until the end,
7. Last but not least, I wanna thank myself for all the hard work, even when the path is not easy. So, here I am, you're on your own now, walking forward with hope, and returning home with a heart full of dreams.

Semarang, July 22 2025

Tazkia Aulia Rahma

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.