SEMARANG HERITAGE IN 3D : DESIGNING 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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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.

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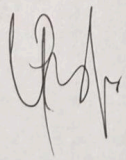

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ACKNOWLEDGEMENT

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 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 partner Tazkia a.k.a Kia, thank you for being present and choosing me to be a thesis partner and a friend in arms from the beginning of college until now. Thank you for always taking the time and helping Pratikan in working on this final project.

Semarang, 20 July 2025

Griselda Ayu Zhafira

ABSTRACT

This study aims to create a new learning tool in the form of an interactive pop-up book, titled “Time Travelers: Uncovering Semarang History” . It is designed for elementary school students. The book presents historical sites in Semarang City in a way that is engaging, visually interactive and easy for children. The development process follows an adapted version of the eight stage Research & Development (R&D) model by Borg & Gall (1983). This includes collecting data and information, planning, development preliminary form of product, preliminary field testing, revision of the main product, operational field testing, final product revision, and dissemination and implementation. The design of the book focuses on child-friendly visual elements, such as illustrated character, color scheme that are consistent with historical objects, interactive 3D layouts, and easily understandable language. The book also features mini quizzes to encourage interaction and improve students retention of the material. Results from the trial phase involving 31 respondents, show that pop-up book is practical, interactive, and an effective tool for learning history. This book shows potential in enhancing student engagement with and comprehension of local cultural heritage through an enjoyable and interactive.

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

ABSTRACT

Penelitian ini bertujuan menciptakan sebuah media pelajaran dalam bentuk buku pop-up interaktif yang berjudul *"Time Travelers: Uncovering Semarang History"*. Buku ini dirancang untuk anak sekolah dasar. Buku ini menyajikan beberapa tempat sejarah yang berada di Kota Semarang yang dikemas secara menarik, interaktif secara visual, dan mudah dipahami oleh anak - anak. Proses pengembangan buku ini menggunakan versi adaptasi dari delapan tahap Research & Development (R&D) oleh Borg & Gall (1983). Dengan ini meliputi pengumpulan data dan informasi, perencanaan, pengembangan bentuk awal produk, uji coba lapangan awal, revisi produk utama, uji coba lapangan operasional, revisi produk akhir, serta diseminasi dan implementasi. Perancangan buku ini fokus pada elemen visual yang ramah anak, seperti ilustrasi karakter, skema warna yang sesuai dengan objek sejarah, layout 3D yang interaktif dan juga bahasa yang mudah dimengerti. Buku ini dilengkapi dengan kuis mini untuk mendorong interaksi dan meningkatkan daya ingat siswa. Hasil dari tahap uji 31 responden menunjukkan bahwa buku pop-up in praktis, interaktif, dan efektif untuk belajar sejarah. Buku ini menunjukkan potensi dalam meningkatkan keterlibatan siswa dan pemahaman mereka terhadap warisan budaya lokal melalui cara yang interaktif dan menyenangkan.

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

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