

**THE DEVELOPMENT OF AN INTEGRATED AUDIO IN
ENGLISH SENSORY PLAY SMARTBOOK 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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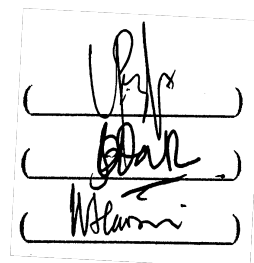
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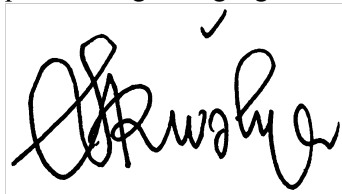
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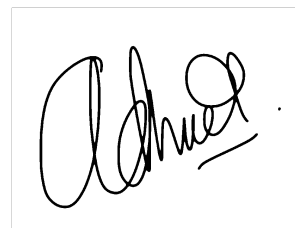
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This statement is made truthfully without any coercion from any party. If this statement is later proven to be false or incorrect, I am willing to accept any academic sanctions imposed by the faculty leadership.

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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 young learners education and English language learning development.

Semarang, June 17th, 2026

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ABSTRACT

This study aims to develop an integrated audio sensory play book as a learning media for teaching English to children aged 4–6 years. The method applied is Research and Development (R&D), including stages of needs analysis, design, prototype development, expert validation, user try-out, and final product revision. The subjects of the study included children aged 4–6, teachers and parents as users, and lecturers as validators to assess the vocabulary and audio in the book. The results show that the developed book can increase children's interest and motivation in learning English, facilitate vocabulary acquisition through audio, and support sensory development through activities involving sensory recognition and exploration. Lecturer validation indicated that the vocabulary and audio are appropriate for children, while feedback from teachers, parents, and children showed positive responses to the use of the book and audio. The final product is an integrated audio sensory play book ready to be used as an interactive English learning media.

Keywords: sensory play book, learning audio, children's English, media development, R&D

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan buku sensory play terintegrasi audio sebagai media pembelajaran Bahasa Inggris bagi anak usia 4–6 tahun. Metode yang digunakan adalah Research and Development (R&D) dengan tahapan analisis kebutuhan, perancangan, pengembangan prototipe, validasi ahli, uji coba pengguna, dan revisi produk akhir. Subjek penelitian meliputi anak usia 4–6 tahun, guru dan orang tua sebagai pengguna, serta dosen sebagai validator untuk menilai kosakata dan audio dalam buku. Hasil penelitian menunjukkan bahwa buku yang dikembangkan dapat meningkatkan minat dan motivasi anak dalam belajar Bahasa Inggris, memudahkan anak mengenal kosakata baru melalui audio, serta mendukung perkembangan sensorik melalui aktivitas pengenalan dan eksplorasi indera. Validasi dosen menunjukkan bahwa kosakata dan audio sesuai untuk usia anak, sedangkan feedback dari guru, orang tua, dan anak menunjukkan respon positif terhadap penggunaan buku dan audio. Produk akhir berupa buku sensory play dengan audio terintegrasi yang siap digunakan sebagai media pembelajaran interaktif.

Kata Kunci: *buku sensory, audio pembelajaran, Bahasa Inggris anak, pengembangan media, R&D*

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