

Ayo Muli! (Let's Go Home) : The Javanese Picture Book for Kindergarten Students

BACKGROUND

According to several studies from 2013 to 2019, many children in Yogyakarta do not understand Javanese vocabulary. Javanese vocabulary should be introducing to children aged 4-5 years. The introduction of vocabulary is helpful for children to expand their knowledge and familiarize themselves with the language. When the child moves to elementary school, he has no trouble following Javanese language lessons. Access to introductions, government policies, and media are still limited. Picture books can be an alternative medium for introducing vocabulary. The availability of an easy and attractive picture book to introduce Javanese vocabulary is still lacking. In addition, there has been no research on the design of picture books on easy and attractive Javanese vocabulary for children aged 4-5 years in Yogyakarta.

GOALS OF THE DESIGN PROJECT

1. Define how to introduce an easy and interesting Javanese vocabulary for children aged 4-5 years in Yogyakarta.
2. Designing an easy and attractive picture book about Javanese vocabulary introduction through a lift a flap approach for children aged 4-5 years in Yogyakarta.

ASSUMPTION

This research has the assumption that an easy and attractive design to introduce Javanese vocabulary can be created. Picture books with a lift a flap approach can be accepted by children aged 4-5 years and become an easy and interesting alternative medium for introducing vocabulary. The lift a flap approach assisted by automatic audio attracts children to use the picture book repeatedly until the child memorizes Javanese vocabulary. This approach helps stimulate visual, tactile, and auditory stimuli. If the picture book does not use this approach, then it is likely that you will be less interested in using the book repeatedly. Children's interactions and experiences when reading books are not as much as when using this approach.

Framework: Design Thinking

EMPATHIZE

- Literature studies
- BBDIY and teachers interviews
- Observations
- Surveys

mix methods

DESIGN METHODS

DEFINE

- Data analysis

data triangulation & descriptive statistic (sps)

IDEATE

- Plan ideas
- Write a script and title
- Designing visual concepts

PROTOTYPE & TEST

- Sketch
- Storyboard
- Design visualization

Seuling (2004) & Salisbury (2004)

DESIGN CONCEPT

Main idea: Make it easier for children aged 4-5 years to know vocabulary by reading book. The purpose is to introduce children about the vocabulary, culture, and ethics of Javanese society. The picture book is designed as attractive as possible with lift-a-flap accompanied by audio so that children will enjoy reading this book repeatedly. Readers are invited to play guessing vocabulary with the help of lift-a-flap. Readers are conditioned to follow the story and learn Javanese vocabulary at the same time. Picture book also pay attention to illustrations and visual styles which are expected to enrich children's visual galleries.

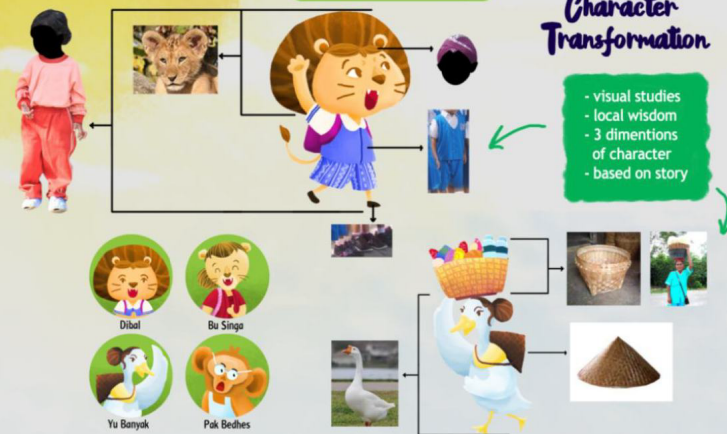
Vocabulary: The vocabulary used includes greetings, division of times, and verbs. This picture book raises the local wisdom of authentic Javanese food. There are at least 32 words krama and ngoko.

Story: Dibal the lion cub wants to hurry home from school and assemble his favorite robot. Unfortunately, Dibal could not go home quickly because he met a chatty traditional seller goose and a chef monkey who needed help. Finally, Dibal returned home after finishing decorating the Tumpang rice. It turned out to be fun to help. Arriving home, Dibal was greeted by his family, goose, and monkey. Today is Dibal's birthday. Everyone cares about Dibal's birthday. This book is entitled "Ayo Muli! ("Let's Go Back!")" to describe Dibal's feeling of wanting to go home quickly. The narrative uses Dibal's point of view. Sentences use direct sentences so that readers can enter and be involved in the story, especially considering the main character as a close friend.

Illustration: Visual concepts include illustration and design. Illustrations tell the script visually based on Bahasa Rupa theory. Local Javanese wisdom is reflected in place settings, properties, and characters. The character's gestures are also adapted to the politeness. The cover illustration is an illustration of the main character. Illustration of the contents of the book in the form of a spread page. The size of the book is 20x20 cm. Colors tend to be bright. Typography uses a sans serif typeface.

Interaction: Lift-a-flap provides the child experience to open and close the page. This book uses magnets embedded in each page to produce automatic audio. The magnet is embedded between the sheets of the book. It also connected to the magnetic sensor and microcontroller behind the book. The sensor will read how many pages are opened and then make a sound according to the text listed. When the child opens the lift-a-flap with audio, a voice of Javanese vocabulary pronunciation will be heard. This will stimulate children to play this book repeatedly.

DESIGN OUTPUT



JAVA (local) Properties



Background/Setting



CONCLUSION

1. This study defined some factors causing the easy and attractive vocabulary introduction through a picture book.
2. Lift a flap picture book with automatic audio can be implemented for the introduction of Javanese vocabulary.
3. Lift a flap picture book with automatic audio offers visual, audio, and tactile interactions for children's learning experiences. Children also can play match pictures with words.



PROTOTYPES

Illustration & lift a flap without audio

4 lift a flap panels with audio (4 embedded magnet)

41 brambang

ending



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Ester Anggun Kusumaningtyas, S.Sn., M.Ds., Dr. Riama Maslan Sihombing, M.Sn.

Introducing Javanese vocabulary at the early age of 4–5 is crucial to help children become familiar with the language before entering primary school. However, access to learning media, supportive policies, and resources remains limited. Picture books are an engaging medium for young children, yet Javanese vocabulary-themed picture books are scarce. This research based design project develops an interactive "lift-the-flap" picture book to introduce Javanese vocabulary in an accessible and engaging way for children aged 4–5. The design process followed the Design Thinking method: empathize, define, ideate, prototype, and test. Data collection involved mixed methods, including literature review, comparative studies, interviews with language experts and teachers, parent surveys, and observations. The findings informed the design of a 20x20 cm physical picture book with 32 pages, 32 vocabulary words in krama (high-registered) and ngoko (casual), 49 lift-the-flap components, six interaction types, one coloring page, and a sticker activity. The book features animal characters, child-relevant content, and local wisdom. Visual and auditory stimuli, along with interactive flaps, enhance engagement and vocabulary retention. Key success factors include relatable content, frequent repetition, simple language, appropriate text image alignment, and a narrative that follows a clear, engaging structure. The final product aims to help children learn through play while promoting cultural heritage through language.

Sustainable Development Goal(s) Relevancy

Goal 4: Quality Education

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**Author**

Ester Anggun Kusumaningtyas, S.Sn., M.Ds.

Author Role

Academic Staff

Author Affiliation

Universitas Multimedia Nusantara

Country

Indonesia

ORCID Number

0009-0005-2678-1962

Short Biography

Ester Anggun Kusumaningtyas is a lecturer in the Visual Communication Design Study Program, Multimedia Nusantara University (UMN). She is known as an academic and illustrator who focuses on children's book illustrations, character design, and visual asset development for educational games. She is active in publishing works and research in the field of visual narratives and strengthening the relationship between art, education, and technology. With an empathetic and contextual approach, Ester presents designs that are not only aesthetic but also have educational value.

**2nd Author**

Dr. Riama Maslan Sihombing, M.Sn.

2nd Author Role

Academic Staff

2nd Author Affiliation

Institut Teknologi Bandung

2nd Country

Indonesia

2nd ORCID Number

0000-0003-0949-7677

2nd Short Biography

Dr. Riama Maslan Sihombing is a senior lecturer and researcher in Visual Communication Design at the Bandung Institute of Technology (ITB), Indonesia. She has significantly contributed to the field through her research on visual literacy, interactive media for early education, and the cultural study of visual storytelling. Her academic works include visual analyses of folklore, historical visual critique, and the mapping of Indonesian children's books from the 1970s to the 1980s. She is also actively involved in community service and educational outreach, aiming to empower children in remote areas through creative learning media. She shares her academic and creative journey through her social media under the name @salamanis.

Title

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Production Process Years

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Publication Year

2021

Publication Details

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Date : September 29–30, 2021

Publisher/Organizer : ICON ARCCADE 2021 – International Conference on Arts, Crafts, Culture, and Design, organized by Institut Teknologi Bandung

Others:

- The artwork was presented during a thematic parallel session
- ICON ARCCADE Official Website: <https://iconarccade.fsr.itb.ac.id/icon-arccade-2021/>
- Potential for further development and public dissemination via educational institutions, language centers (Balai Bahasa), or cultural organizations

Publication Media

Oral presentation, academic conference proceeding (published) A digital artwork version was specifically prepared and provided for the presentation session.

Recognition

<https://icon-arccade.fsr.itb.ac.id/icon-arccade-2021/>

Grants

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