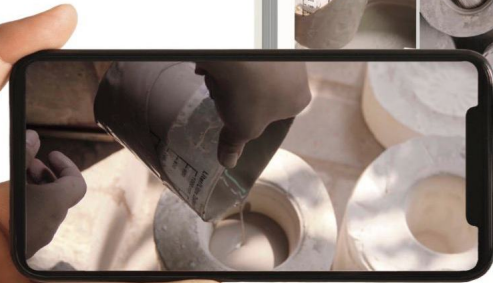
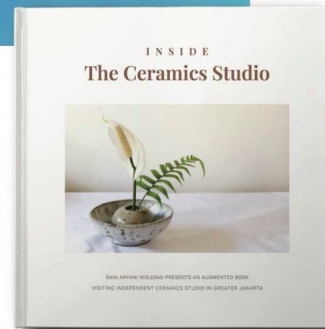


Jakarta's Pottery Augmented Book: Inside the ceramics studio

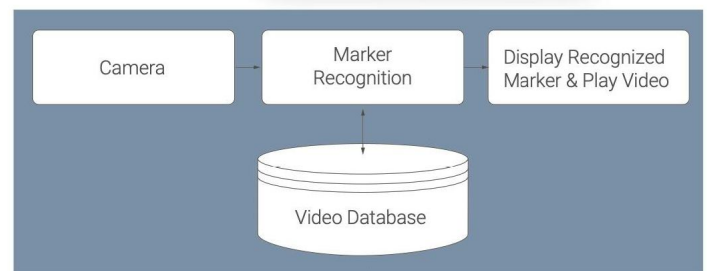


Jakarta's Pottery Augmented Book: Inside the ceramics studio

This project offers an introductory guide to ceramics through two media formats: a printed book and augmented reality (AR). By scanning designated pages, users can access instructional videos on fundamental ceramic techniques as well as profiles of ceramic studios. The project adopts the instructional system design framework, consisting of five stages—analysis, design, development, implementation, and evaluation (ADDIE). Throughout these stages, the team encountered a range of challenges that ultimately culminated in the development of the augmented book Inside the Ceramics Studio



Special markers were embedded on selected pages to indicate scannable content, enabling readers to access related videos through an AR application. The AR app identifies markerless pages based on layout, shape, and color as visual indicators.

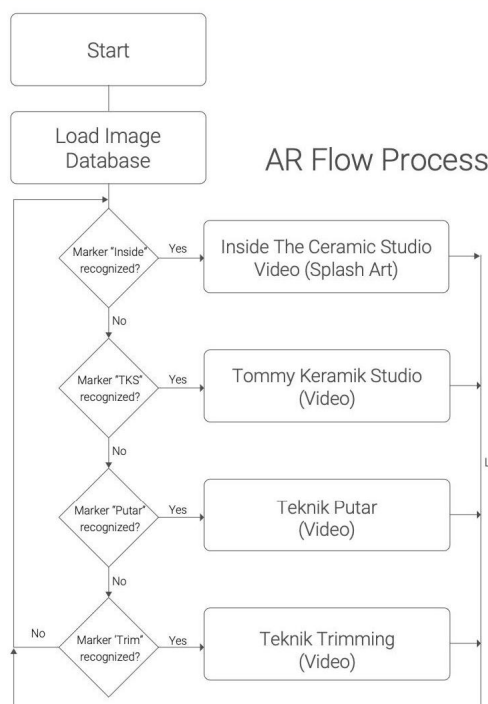
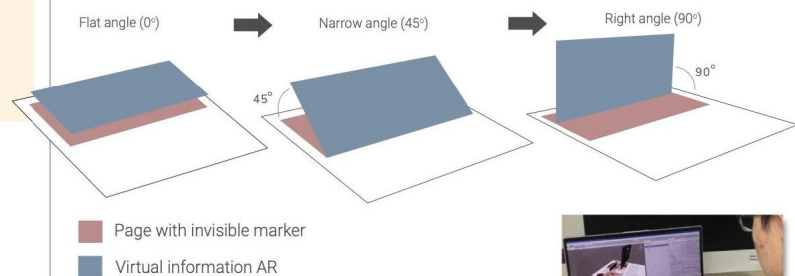


Several ceramics studios were visited to gather insights into how beginners typically learn ceramic-making. The team also produced and compiled visual assets—sourced from studios located in Jakarta and surrounding areas.

Book's proof print & AR App Prototype I Testing

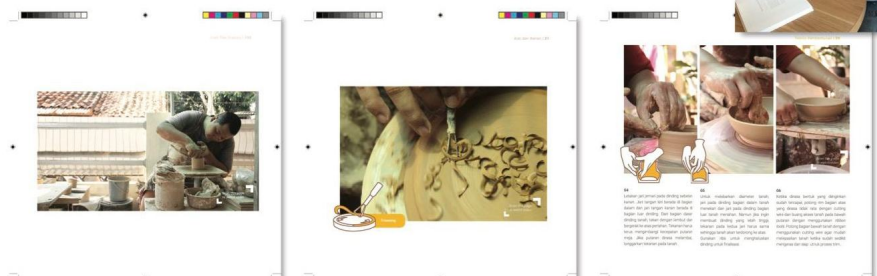
In the initial trial, a flat angle was used for video overlay. This approach proved uncomfortable, as the AR video appeared directly on the printed image

and was difficult to watch for extended durations. Although several alternatives were tested, none provided a satisfactory viewing experience.



AR App Prototype II Testing

In the second prototype, the team implemented a full-screen video display on the device, activated upon scanning a markerless page.



Jakarta's Pottery Augmented Book: Inside The Ceramic Studio

Rani Aryani Widjono, S.Sn., M.Ds., Dr. Gita Winata, S.Ds., M.Ds., Dr. Naomi Haswanto, M.Sn., Hadi Purnama, S.Ds., M.M.

In the past decade, handmade ceramics have become increasingly popular among urban communities in major Indonesian cities, especially Jakarta. Local ceramic artists have emerged as role models, and ceramics workshops are now widespread. This growing interest reflects a desire for a deeper connection with the making process, particularly in techniques, materials, and craftsmanship. However, despite the high demand, there is a lack of instructional resources developed specifically for Indonesia's independent ceramics studios. Most available ceramics books are written in foreign contexts, using materials, tools, and techniques that differ significantly from what is accessible in Indonesian studios. This project adopts the Instructional System Design (ISD) framework, focusing on two main objectives: first, to formulate a mapping method that categorizes ceramics techniques by skill level, targeting beginners; and second, to develop an instructional medium that combines a conventional book with augmented reality (AR) features. The outcome is an augmented book that systematically presents ceramics techniques with a clear, measurable structure. The significance of this research lies in its contextual sensitivity by offering structured, accessible learning media tailored to the specific conditions of Indonesian ceramics studios, thereby supporting local practices and creative education.

Sustainable Development Goal(s) Relevancy

Goal 4: Quality Education

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Rani Aryani Widjono is a lecturer in Interaction Design at the Department of Visual Communication Design, Faculty of Art and Design, Universitas Multimedia Nusantara (UMN), Indonesia. In addition to her academic role, she is also an active ceramic designer and the founder of the Hellorat Project ceramic studio. She earned her Bachelor's degree in Visual Communication Design from Universitas Multimedia Nusantara, where she also served as a Teaching Assistant for three years. She later pursued her Master's degree in Design at the Institute of Technology Bandung (ITB), further deepening her academic and professional expertise in the field. Rani's current research interests include user experience (UX) and information system design, with a particular emphasis on interactive media. In addition, she is actively exploring how design can be developed to be accessible and appropriate for low-tech ceramic studio communities in Indonesia.

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Gita Winata is a lecturer at the Undergraduate Program in Craft, Faculty of Art and Design, Institut Teknologi Bandung (ITB), Indonesia. He is an expert in crafts and ceramics. Many of his works have been exhibited at various national and international exhibitions. Gita completed his undergraduate and master's degree at FSRD ITB. Then he obtained his doctorate from Kurashiki University of Science and the Arts, Japan. Besides being active in teaching and researching, Gita also participates a lot in community development, especially in improving the aesthetic quality and marketing of ceramic craftsmen in Indonesia.



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Hadi Purnama, S.Ds., M.M., serving as a team member and Interaction Design Specialist, is a lecturer in Visual Communication Design at Universitas Multimedia Nusantara, located in Tangerang, Indonesia. He holds both Bachelor's and Master's degrees from Universitas Multimedia Nusantara (UMN). Hadi possesses professional experience within the creative industry, including a tenure at a game studio where he held the positions of lead programmer and interaction specialist. His research interests primarily revolve around interaction design and User Experience. In addition to his role as a researcher, Hadi also contributes as an interaction specialist and programmer in the creation of this work.

Title

Jakarta's Pottery Augmented Book: Inside The Ceramic Studio

Production Process Years

2018-2019

Publication Year

2019

Publication Details

Seminyak Design Week (2019) - Exhibitors

Location : Gallery Vivere, Jl. Dewi Sri 18 Legian Bali

Date/duration : 18 -27 Oktober 2019

Publisher/Organizer : Sekretariat Seminyak Design Week

AICAD IID (2019) – Gold Medal

Location : Universitas Multimedia Nusantara, Tangerang, Indonesia

Date/duration : 28 Oktober – 1 November 2019

Organizer : Ultigraph x AICAD IID 2019 Sarasa Bhana

AWDA - Aiap Women in Design Award Fourth edition (2019) - Shortlilsted

Location : Tepidarium Del Roster, Via Bolognese 17a / Florence, Italy

Shortlist of selected designers

31 projects for the Professionals Category, 11 projects for the PhD, Researchers and Teachers Category, 28 projects for the Students Category, which means a total of 70 projects, were judged worthy of publication in the volume dedicated to the fourth edition of AWDA.

Date/duration : 8 November 2019

Publisher/Organizer : Associazione italiana design della comunicazione visive via Amilcare Ponchielli (AIAP)

Publication Media

Installation

Recognition

<https://www.aiap-awda.com/fourth-edition-results>

Aiap, Associazione Italiana design della comunicazione visiva, in partnership with ico-D, International Council of Design, is pleased to announce the of AWDA – Aiap Women in Design Award Final Ceremony – the unique prize in the world dedicated to women designers of visual communication. Along with the curators, Cinzia Ferrara, Laura Moretti, Carla Palladino, Daniela Piscitelli, Designers that come not only Italy but from every part of the world, like Australia, Belgium, China, Czech Republic, Egypt, France, Germany, Japan, Indonesia, Morocco, Norway, Poland, Taiwan, United States, Singapore, Slovenia, Sweden and Switzerland will be present.

Along with the curators, Cinzia Ferrara, Laura Moretti, Carla Palladino, Daniela Piscitelli.

Grants

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Additional

This project is based on research originally conducted as part of the author's master's thesis at Institut Teknologi Bandung. The author gratefully acknowledges the academic guidance and support received during that period.