



Nusantara Book

Interactive Book Design Concept

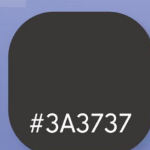
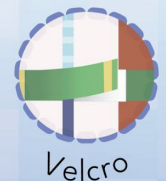
Theme Purpose

This interactive busy book develops fine motor skills in children aged 2–5 through fun activities such as buttoning, tying, and sticking. Featuring traditional Indonesian costume designs, it supports hand skill development while introducing the rich culture of the Indonesian archipelago from an early age.



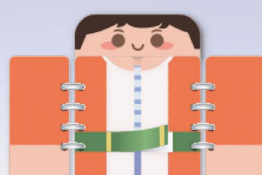
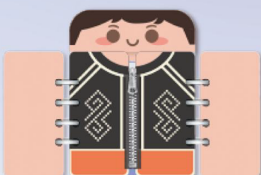
Colors Materials

The book features warm earthy tones like orange, green, accented with vibrant batik blues. It includes cartoon-style illustrations of characters in traditional Indonesian attire. The design incorporates tactile materials—felt, buttons, zippers, Velcro, and laces for an interactive hands-on experience for young children.



Final Design

Meet the cute character with big, sparkling eyes and a bright smile! Dressed in a colorful Indonesian traditional outfit with fun interactive details, they're perfect for young readers to explore their creativity!





ID 535 Interactive Learning Book to Support the Development Motor Skills for Early Age and Introducing Indonesian Traditional Clothing

Michelle Putri Alamsyah

This project presents an Interactive Learning Book designed to support the development of motor skills in early childhood while simultaneously introducing traditional Indonesian clothing as part of cultural education. By integrating tactile and visual elements such as textures, flaps, buttons, and zippers, the book encourages hands-on engagement, which is essential for fine motor skill development. In addition, each page features culturally significant attire from various regions of Indonesia, fostering early cultural awareness and appreciation. This innovative educational tool combines play-based learning with cultural storytelling, making it both an effective and enjoyable medium for early childhood development.

