



**Designing Illustration Book to Increase Literacy Interest in
Children Aged 4–6 Using the Narrative Based Learning**

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SIMILARITY INDEX REPORT

Tumitin



GPTZERO

Chapter 1



Chapter 2



Chapter 3



Chapter 4



Chapter 5



ABSTRACT

The low literacy rating in Indonesia is a serious problem, especially for the future of Indonesia. Indonesian education also depends on literacy. Literacy interest can be built and nurtured from an early age. The emergence of an interest in reading from an early age will certainly carry over until they grow up later, that way Indonesia's literacy ranking will slowly rise. This thesis aims to successfully design an illustration book that can provide information about traditional snacks on North Sumatra to children aged 4-6 years using the narrative based learning through gamification method. The study uses qualitative research, such as a study literature from previous study, in-depth interviews (with children's book illustrators, elementary school teachers, child psychologists, and reader candidates), data analyst, user testing and observation. It is expected that the findings of this study will contribute to improving the literacy interest of children between the ages of 4 and 6. Four children participated in user testing to evaluate a book with traditional snacks on North Sumatra theme using the narrative based learning through gamification method. Based on observations and interviews, the target users showed excitement and curiosity after reading the book. This book is not only visually attractive, but also effective in presenting educational messages about traditional snacks on North Sumatra. For this reason, illustration book can be a literacy encouragement for early age children.

Keyword: Literacy, children, book illustration, narrative based learning

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