



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

CHAPTER V

CLOSING

5.1. Conclusion

There are a huge number of disabled people in Indonesia. One of them is sensory impairment, which includes deafness, speech impairment, and vision impairment. Even though there are many disabled persons in Indonesia, many people are unaware of their existence. As a result, people make jokes about sensory disabilities and share them online, which might be risky if children witness them. This is because children between the ages of 4 and 7 are constantly learning from their surroundings. Therefore, the need for information is important for children.

The author gathers data to support those statements. As a result, 49% of parents do not know what disability is. Fortunately, 68,9% of them believe that it's very important to teach children about sensory disabilities. Storybooks are also a great way to convey knowledge about sensory disability because resource about disability itself is still very limited (United Nation, 2019). As a result, a storybook regarding sensory disorders for the target demographic is required. It's because a story can help a young audience understand a complex idea (New York University, n.d.).

The author followed the Robin Landa approach for book design, which consists of five steps. The process begins with mind mapping, brainstorming, and developing a tone of voice, which leads to "A Great Bonds Form A Great Dreams" and "Marvelous, Strong, and Vivid". To bring those ideas to life, the author created a mood board with high saturation colors to express the tone of voice. By placing Adi on a trip to learn about his friend's impairments, the story also represents the great idea. The author created characters and a setting that matched the plot for the illustration. The author also added richness to the drawing by stylizing a real location. The majority of the drawing uses a high saturation tone to portray the tone of voice. The reader is placed as the main character in this

novel, who begins to learn about different disabilities by overcoming unforeseen hurdles such as the characters who go lost in the woods.

The author can draw conclusions from the research and design, such as the fact that many people are still uninformed about what sensory impairment is. Children may be affected. As a result, the author hopes that the book will raise awareness about sensory disabilities at a young age. Additionally, the author hopes that by taking these small steps, it will be possible to achieve inclusion.

5.2. Suggestions

The author would like to share some insights after going through the process of designing this final project. This knowledge will be useful to future researchers if they chose a related topic.

1. Make sure to plan ahead of time to avoid confusion, misinformation, and unnecessary inquiry.
2. Do as much early reference research as possible so that the future researcher has as much data as possible.
3. If the future researcher is looking for material on social media, take a screenshot or record it to avoid the content being removed or archived. It is difficult to recover content that has been removed or archived. To avoid this issue, citing the source is needed.
4. Future research can give differences in characters' attire rather than giving personalized tools. It can make it simple for the audience to understand the character personally.
5. Future research can gather more references from local places rather than from abroad. The reason is to make the story relatable to the audience.
6. Maintain consistency from the characters, environment, and artstyle to avoid misconception.