

## CHAPTER V

### CLOSING

#### 5.1 Conclusion

The activity of taking caring for a pet dog is very beneficial for children both mentally and physically, however children's participation in taking care of pet dogs in Indonesia are still minimum and not yet common. This can lead to children not obtaining those benefits as well as increasing risk of harm towards both the child and the dog. Furthermore, on a wider scale, dog neglect can lead to increase in the stray dog population, which is an endangerment to both citizens as well animal welfare. Informational media is a platform that can improve children's understanding and interest of animals, in particular dog care. However, there is a lack of media than can act as an informative and educative platform regarding the topic of taking care of dogs aimed towards children. An interactive book is an effective and engaging way of education for young children.

Designing an interactive book with the goal of introducing dog care for children has the goal of tackling said issue. The design process of the book includes multiple phases including inspiration, ideation, and implementation phases. To create an effective final design, research methods such as interviews, FGD, and reference studies are conducted to gather data relevant to the topic. The design journey started from creating mindmap, multiple revisions, up to the beta testing to create the best final product.

“Aku Bisa Merawat Anjing!” is an interactive book aimed at children aged 6 to 9 years old who own dogs or have an interest in dogs. The book delivers information on how children can participate in helping their dog, encouraging to be active from a young age, and benefitting both the child as well as the parent. The book gives its reader a way to learn how to take proper care of their dogs in an



exciting and memorable, with unique interactive elements and illustration. The book is also supported with various secondary media as a method of promotion.

## **5.2 Suggestion**

Based on the results of the design that the author has created, the author would like to provides suggestions to readers in this study if they want to continue the research or conduct similar research.

### **1. Lecturer/researcher**

For the lecturer, researcher, and/or designer of this topic, the author suggests to conduct more in-depth research on the topic, specifically on the experiences of the target market. Insights on the intended audience's experiences and opinion are integral in creating the most fitting design and ensures the media can effectively help solve the issue. Along with it, gathering insight from more specialized experts would greatly help the research process, considering the rather specific issue and target market that this project is aimed towards. For future research of similar design topic, the author offers some suggestions regarding this design:

- a. The topic of children who take care of dogs should be less subjective and have a more defined scope, as each child's experience in owning a dog may vary greatly, such as their reasons for adopting one whether it was involuntary or not.
- b. The research methods conducted on interviews and focus group discussions should be held with a proper target audience rather than outside of it, as it may lead to biased accounts rather than accurate insight.
- c. The research method of observation should be conducted on the subject of the design rather than objectively, such as observing how the target audience interact with dogs rather than conducting research on products similar to the project.



## 2. University

To the university, the author suggests that the university continue and improve on its support for students' research. As an example, the university assisting to ensure that students are aware of the schedule, important dates, requirements, and other important information so that students can undergo their final project program smoothly.

