PUZZLE TOY DESIGN WITH ENDEMIC INDONESIA ANIMALS THEMES (SUMATRA) FOR CHILDREN AGES 4-6 YEARS USING MAPLE WOOD WASTE MATERIAL

Name : Desica Pramudita
NRP : 3409100017
Department : Industrial Product Design - FTSP, ITS
Conselor Lecture : Primaditya, S.Sn., M.Ds.

ABSTRACT

In this modern era, electronic games are very popular among the children. Electronic games have some big negative impact, one of it is contributing to the global warming of the earth. Environmental issues are very aggressively so much encouraged Eco Design. In Indonesia many abundant waste materials, including maple wood which has a good quality criteria that well enough to be reprocessed. It is supported by a very diverse phenomenon of Indonesian natural resources, especially the endemic fauna potential that is the object to be lifted into the game on the theme of the design concept.

The method used is the observation / survey directly in a number of kindergartens, child care in Surabaya and visitor survey to the toy store. In addition, the experts interviewed, the child psychologist and reinforced with a theory derived from books and the internet. Then carried out further study and analysis of the application of endemic animal theme in toy form. Whether it be a form of simplification, mechanisms, typical applications, up to the production process.

Output is obtained in the form of a prototype series of wooden toys with the theme of animals endemic to Indonesia (Sumatra) in it and still take into account the value of the function on the product.

Keywords: children, endemic animals, maple, wood, toys