ABSTRACT

BLOCK TOY DESIGN EDUCATION MODULE FOR CHILDREN AGES 8-12 YEARS THEMED TEMPLE

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Education toy is a kind of toys that can give specific learning for the user (usually are kids). Based on elementary school competence standard, known that the important of knowing Hinduism and Buddhism buildings heritage causes a situation that makes kids to know the historical buildings. In addition children's toy market is currently controlled by imported products. Toys are imported, either from China, Thailand, and other countries were widely circulated, causing displacement of domestic toy products. Deal with it, we need innovation - innovation that can increase the sale value of domestic products. Educational toys beam module with temple theme aims to educate children to revive what the nation is a relic of the Buddha Hindu. To help achieve this, the thinking appears to help children in introducing Hindu temple relics -Budha through the game. The analysis to design this module blocks education toy is done by approach toward user by questionnaire. The research method os based on depth interview which is done by the observers of historical buildings. The process of study and analysis carried out in the final analysis including simplification of form, user analysis, analysis of linkage mechanism, the analysis - the stupa to the analysis of the production process. The results obtained in this final form of the serial module blocks toy products in the form of Borobudur stupa themed 3D puzzle for children aged 8-12 years.

Keywords : Education toy, Historical building, Module blocks toy, Temple