

FINAL REPORT
DESIGNING AN ILLUSTRATION BOOK OF CHILDREN'S
TRADITIONAL GAMES AS A MEDIUM TO PRESERVE THE CULTURE
OF INDONESIA



**This report is written to fulfill one of the requirements of Diploma
Graduation in English Department at State Polytechnic of Sriwijaya**

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STATE POLYTECHNIC OF SRIWIJAYA

PALEMBANG

2017

APPROVAL SHEET
DESIGNING AN ILLUSTRATION BOOK OF CHILDREN'S
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**Designing an Illustration Book of Children's Traditional Games as a Medium
to Preserve the Culture of Indonesia**

FINAL REPORT

BY:

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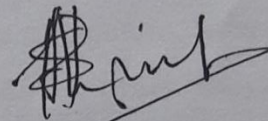
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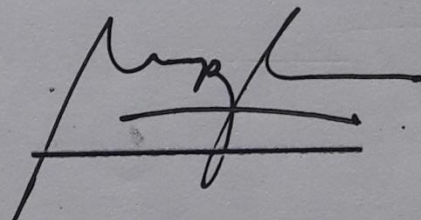
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**ENGLISH EPARTMENT
STATE POLYTECHNIC OF SRIWIJAYA
PALEMBANG**

2017

PREFACE

First of all, the writer would like to perform the greatest gratitude to Allah SWT for giving the outstanding mercy and blessing for the writer in finishing this final report on time. Besides, the writer also would like to thank to Ms. Sri Gustiani, M. TESOL., Ed.D. and Ms. Dra Risa M.Pd who gave the guidance in finishing this final report. This report was written to fulfill the final report subject at English Department of State Polytechnic Sriwijaya with the title “Designing an Illustration Book of Children’s Traditional Games as a Medium to Preserve the Culture of Indonesia”.

The writer realizes this final report is still far from being perfect because of the limitation of sources, time, and knowledge. Therefore, constructive comments and suggestions from all sources are needed. The writer really expects that this report could be a useful and an enlargement to the knowledge about traditional games as a medium to preserve the Indonesia culture, especially for students of English Department.

Palembang, July 2017

The Writer

MOTTO AND DEDICATION

MOTTO

“A person who never made a mistake never tried anything new”

-ALBERT EINSTEIN-

DEDICATION

I dedicated this final report for my lovely parents, Ms. Asri Wahyuna and Mr. Muhammad Saleh. Then, I also dedicated this final report for my lovely Sisters, Soya Repa Safitrie and Jumaika Repa Jainta. Last, I dedicated this final report for my close friend, Kartika, Meilani Wulandari and Nurul Fatima. (A.R.A)

ACKNOWLEDGEMENT

Firstly, the writer would like to perform the gratitude to Allah SWT for the uncountable mercy and blessing for the writer to finish this report on time. The writer also would like to say great thanks to all people who helped the writer and gave spirits to finish this report. Therefore, the writer would like to say thanks to:

1. Mama and Papa in the heaven, kak oya and also kak in. You are all my goal of life, the reasons why I still stay strong.
2. Drs. M. Nadjmuddin, M.A. as head of English Department.
3. My lovely advisor Ms. Gustiani, M.TESOL., Ed.D. and Ms. Dra. Risa, M.Pd. who gave me suggestions and motivations.
4. All lecturers and staffs of English Department.
5. My best gossiping partners ever, who know me so well (Kak Tika, Melan, Uyun)
6. My best partners who always give me spirit, love and laugh (Inak, Dani, Wilga, Gitak, Tania, Andre, Adit)

ABSTRACT

(Aulia Repa Aletria, 2017: 39 pages)

This report discusses about designing an illustration book for children's traditional games of Indonesia. The purpose was to find out the steps in designing illustration book in English and in Indonesia versions to inform some children's traditional games of Indonesia. The writer used research and development modified from Borg and Gall (1993) that consists of research steps (collecting information and interview) and development steps (Planning, Developing the Product, Testing, Revising, Producing Final Product and Dissemination). The writer designed and revised the final product of illustration book for children's traditional games of Indonesia by using CorelDraw based on expert's comments and suggestions. The illustration book of children's traditional games of Indonesia also expected to give information about children's traditional games of Indonesia. The illustration book was created by the writer and supported by some expert's suggestion to make it better. The writer collected the information about children's traditional games in Indonesia, illustration book and also the steps in designing illustration book. Then the writer started to design the illustration book and printed as a trial printed version. It was reviewed by three experts: design, content, and language. There was some points that need to be revised. The design expert commented on the font and the character. The content expert reviewed the information about the traditional games. Then, the language expert corrected the grammar and the diction of the text. After the writer did all the revisions, the writer printed the illustration book as the final product.

Keyword: Illustration book, Traditional Games, Research and Development Modification.