

CHAPTER I

INTRODUCTION

1.1 Background

When people do traveling, some of them usually go to interesting places. It can be amusement parks, zoos, malls, or natural places such as beaches, forests, and mountains. All of them are interesting to visit, but why do not people travel while study or learn at the same time such as visit the museum. The average visitor may become bored if he or she has to read or listen to too much educational content, so museums often put more of an emphasis on enjoyment rather than learning (Simon, 2011). For some people, going to a museum is a deep and fulfilling experience. For others, it's worse than watching paint dry. *It's literally watching dried paint* (Chris, 2010). Then, museum itself defined as a building in which objects of historical, scientific, artistic, or cultural interest are stored and exhibited based on Oxford Dictionaries. Interesting and valuable objects that have historical stories and values are collected and kept in the museum. They are educational and at the same time centers of amusement.

While in Palembang, there are four museums. They are Balaputra Dewa Museum, Sultan Mahmud Badaruddin II Museum, Taman Purbakala Kerajaan Sriwijaya and Monpera. All of them can be the interesting places to visit to know more about the history but several people are not interested to visit museum. Some adults feel it is not interesting place. Then, how is about the children? They may have the same assumption as the adults. The perception that the museum is not an interesting place became the viscous thing that the children will also follow the same perception. It may become a bad behavior for their assumption. It will be better if we can introduce museum to the children in their early ages so they can learn well about it. From that assumption, it can effect to the number of visitor in museum. For example, based on the data on 2014 that writer got related to the number of visitor in museum especially museum in Palembang such as Monpera, it shows that only 240 people who visit in the average per month.

Regarding children, children in the early ages are usually very active and curious to know something new. They use their own way to remember easily. There are different ways of children in receiving new knowledge. They can receive from gestures, sounds, and visuals. Through visual, they can imagine by themselves how it looks like in the real. This can be interesting thing if they can learn about the museum especially Monpera. Through a visual medium such as a book with interesting story and visual arts about museum, the children will be more interested to learn. This story book will functioned as the supporting thing or medium in a process to get new knowledge for the children. A book can be a good medium if it is set up as an interesting thing to learn.

Indeed, from the explanation above, the writer is interested in making a story book about Monpera. It will be a good medium to learn and introduce the museum to the children. Then, the title of this report is “Designing *Monpera* Non-Fiction Story Book for Children”.

1.2 Problem Formulation

The problem of this final report is how to design a *Monpera* Non-Fiction Story Book for Children?

1.3 Purpose

The purpose of this final report is to produce a *Monpera* Non-Fiction Story Book for Children.

1.4 Benefit

The writer hopes that the output of this research, that is a *Monpera* Non-Fiction Story Book for Children can help to increase the children’s interest learn history of Monpera.