

STORYBOOK DESIGN TO SOLVE THE PLASTIC WASTE

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Introduction

Plastic has become one of the most important materials used in varied industries due to its versatile properties and low cost. Plastic production and consumption have been increasing significantly since the 1950s [1]. About 7800 million tonnes (Mt) of plastic resins and fiber have been manufactured during the period of 1950 up to 2015. The global annual plastic production has been scaling up from 2 Mt in 1950 to 381 Mt in 2015. The trend of plastic production is growing at a fast rate, and it is estimated that it may reach up to 34,000 Mt of the total plastic ever manufactured by the year 2050 [2]. In parallel to plastic production, global plastic waste has also had a significant increase. The share of plastic in municipal waste has remarkably increased from less than 1% in 1960 to 10% in 2005. It was estimated that only 9% of the total plastic waste disposed of since the 1950s was recycled, whereas 12% was incinerated and the majority of the plastic waste remains in the landfills, dumpsites, and oceans worldwide

Method

We used Qualitative Research Methods in this research. According to Moleong that phenomenon by the research subject, for example, behavior, perception, motivation, action, description in the form of words and language. Moleong said that According to Kriyantono, the purpose of qualitative research explained the possibility by collecting the data, which shows the importance of depth and detail of the data.[3] by using descriptive qualitative methods. Data Collection Methods In this study, data collection techniques used include: a. Interview Interview is the process of obtaining information for research purposes. With face-to-face questions and answers between the questioner or interviewer and the answerer or informant using a tool called an interview guide. Respondent taken from various data sources: 1. Chairman of the Indonesian Environmental Association Surakarta 2. Library Methods Collecting data sources from the library is using to dig up additional information to strengthen the sources used in the design of storybooks. Data took from print media and online media that contain data sources regarding plastic waste. This survey was conducted on the children who were the target of this design, namely elementary school. This survey aims to find out children's knowledge about plastic waste for children



Result and discussion

3.1 Storybook

Storybook helps a lot to make students feel almost at the same situation as in the story, because according to Khotimah (2010), it is not only a written text, but also covers pictures and the story at once. [4] It means that young learner can see visually the situation and develop their imagination. In line with it, Ratminingsih and Budasi (2018) state that storybook is a type of book that combines the use of text and image to present aesthetic value. In general, storybook consists of characters, plot, conflict, and resolution of the conflict (Kotaman & Balci, 2017), which is presented with pictures.[5] Furthermore, storybook could give students authentic example of the use of vocabularies. Brewster, Ellis, and Girard (2002:188) explain that authentic storybooks provide examples of real language and offer a rich source of authentic input, especially in terms of vocabulary.

3.2 Creative Strategy

The creative strategy used in designing the storybook "Erika and Garbage" is to use stories that highlight the impact of plastic waste. Children will be introduced an early age to the impacts of plastic waste so children will be more inspired to take care of their healthy bodies and environmental sustainability. In addition to presenting stories, in designing, it also features some mini-games related to plastic. With these mini-games, children will play while learning, of course, increases positive activity for the child.

conclusion

Erika and Trash's storybook design emphasizes the impact story of plastic waste. In addition to displaying a storybook, this design also has several mini-games that support the learning process while playing. Expected in this design, children, especially those in elementary school, are aware of the dangers of plastic waste. In addition, hopefully, that children will be a part of environmental conservation in the future. This storybook design will inspire the creation of books, so to environment conservation. By providing knowledge that is summarized as interest and creative, that children will be more concerned about environmental sustainability

Reference

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