

## ***ABSTRACT***

### ***TEXTILE PRODUCT DESIGN TO SUPPORT (3-5 YEAR OLD) OF CHILDREN'S PLAY ACTIVITIES WITH INDONESIAN ENDEMIC ANIMALS AS INSPIRATION***

*By*

**MUNALIA WIDIASTIKA**

**1605140049**

***(Textile and Fashion Craft Study Program)***

*Playing is an pleasant activity where children can explore through their five senses. For children aged 3 to 5 years old, playing is one of the children's learning facilities where they can learn about their new motor skills and sensory skills. According to the result of observations, one of the themes favored by children aged 3 to 5 years old is animal. There are several learning media for children that use animals as their themes, some of them use it as a product form and others use it as a learning theme. Previous research conduct by (Amalia, 2018) have classified Indonesian endemic animals into 5 themes namely the World of Aquatics, the World of Poultry, the World of Steppe, the World of Primates, and the World of Jungle. The researcher see the opportunity to create new innovations such as improving the children's game products so that they are multifunctional as a fashion or clothing product where children can play with those product while learning the types and the spread of endemic animals in Indonesia.*

*Keywords: Play, Children's Game Products, Children's Clothing Products, Multifunction, Indonesian Endemic Animals.*