

Abstract

Children's sensory and fine motor skills are very important in the Golden Age, especially for intelligence development. However, the trend of Gadget use in early childhood reduces parents' attention to children's sensory and fine motor training. As a result, children's sensory and fine motor progress can be hindered, resulting in decreased fine motor skills as well as sensory, social, emotional and behavioral disorders. Therefore, innovative solutions such as interactive storybooks are needed to stimulate the sensory and fine motor development of children aged 3-5 years. The research aims to design a fun and educational interactive book to improve sensory and fine motor skills in children. Using graphic design theory, children's storybook method, and visual storytelling, the research was conducted using a qualitative method, which involved analyzing data from questionnaires and interviews conducted with parents of children aged 3 to 5 years old in Bandung City. The hope is that this storybook will be effective in facilitating sensory and fine motor development in children during the Golden Age.

Keywords: *Children's Books, Illustrations, Interactive, Fine Motor, Sensory*