

ABSTRACT

UI/UX Design in E-Reader Devices for Developing Children's Physical and Digital Interactivity

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The advancement of digital technology has had a huge impact on various areas of life, including reading habits. The shift from physical to digital reading has not only affected adults, but also children. The presence of digital devices such as computers, tablets and smartphones has opened up faster and more flexible access to digital reading. This issue will be analyzed to find a solution to the low interest in reading among children in the digital era through a structured research methodology approach.

In facing this challenge and taking advantage of this opportunity, designing user interface and experience (UI/UX) becomes one of the important approaches to create a digital reading environment that supports the improvement of children's literacy. This solution is realized through an e-reader designed to fit children's habits and behaviors.

Keywords : Literacy, UI/UX, E-Reader, Children, Game

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