

ABSTRACT

Indonesian teenagers show a low tendency for innovative thinking. The Global Innovation Index (2023) ranks Indonesia 61st out of 132 countries, below neighboring countries such as Malaysia and Singapore. This phenomenon indicates an imbalance between access to technology and the creative thinking ability of teenagers. The instant consumption of digital content has caused a decline in reflective thinking skills, which impacts the depth of curiosity in teenagers. Film, particularly science fiction, plays a significant role in shaping the imagination and thinking of teenagers. Films like The Matrix and Interstellar depict possible futures related to technological advancements. This genre is closely linked to futurism, which encourages the younger generation to think visionarily about the future and innovation. Research from the British Film Institute (2021) shows that films can enhance teenagers' understanding of contemporary technological and social issues. However, many Indonesian teenagers use technology solely for consumption, not for exploration or creation. Declining attention quality and a lack of innovative initiative present challenges that need to be addressed. This infographic book is designed to introduce the development of technology through science fiction films with augmented reality (AR) elements. It aims to provide a deeper understanding of technology, spark the imagination of teenagers, and improve their critical thinking abilities. Through infographics, 3D visualizations, and AR, the book presents the evolution of technology in films from the first to the fifth industrial revolutions. This book not only inspires teenagers to think futuristically but also offers an immersive and interactive learning experience. This research aims to improve the attention quality and innovation of Indonesian teenagers by using visual and technological approaches that align with their digital behavior.

Keywords: Infographic Books, Science Fiction, Futurism, Teen Innovation