

ABSTRAK

Penelitian ini dilatarbelakangi oleh kebutuhan penyusunan alur cerita *Board Book* yang sistematis dan sesuai dengan karakteristik anak usia 3–5 tahun. Penelitian ini bertujuan untuk mengimplementasikan *Computational Thinking* dalam penyusunan alur cerita *Board Book* “Petualangan Juni”. Penelitian dibatasi pada penerapan empat tahapan *Computational Thinking*, yaitu *Decomposition*, *Pattern Recognition*, *Abstraction*, dan *Algorithm Design* dalam proses penyusunan alur cerita, tanpa menguji efektivitas *Board Book* terhadap perkembangan anak. Metode yang digunakan dalam penelitian ini adalah studi literatur dan dokumentasi. Studi literatur digunakan untuk memperoleh landasan mengenai *Computational Thinking*, *Board Book*, alur cerita, dan karakteristik anak usia 3–5 tahun, sedangkan dokumentasi digunakan untuk menganalisis proses penyusunan alur cerita dan hasil desain *Board Book* “Petualangan Juni”. Hasil penelitian menunjukkan bahwa *Computational Thinking* dapat diterapkan dalam penyusunan alur cerita melalui empat tahapan tersebut. *Decomposition* digunakan untuk menguraikan unsur cerita, *Pattern Recognition* untuk mengenali pola dan hubungan antarperistiwa, *Abstraction* untuk memilih informasi yang relevan, dan *Algorithm Design* untuk menyusun urutan peristiwa secara logis dan sistematis. Penerapan keempat tahapan tersebut menghasilkan alur cerita “Petualangan Juni” yang runtut, sederhana, dan sesuai dengan karakteristik anak usia 3–5 tahun. Dengan demikian, *Computational Thinking* dapat digunakan sebagai pendekatan sistematis dalam penyusunan alur cerita *Board Book*.

Kata kunci: *Computational Thinking*, *Board Book*, alur cerita, anak usia dini, Petualangan Juni.

ABSTRACT

This research is motivated by the need to develop a systematic story flow for a Board Book that is appropriate to the characteristics of children aged 3–5 years. This study aims to implement Computational Thinking in developing the story flow of the Board Book “Petualangan Juni”. The study is limited to the application of four stages of Computational Thinking, namely Decomposition, Pattern Recognition, Abstraction, and Algorithm Design, in the process of developing the story flow, without examining the effectiveness of the Board Book on children's development. The methods used in this study are literature study and documentation. The literature study was conducted to obtain a theoretical foundation regarding Computational Thinking, Board Books, story flow, and the characteristics of children aged 3–5 years, while documentation was used to analyze the process of developing the story flow and the design results of the “Petualangan Juni” Board Book. The results show that Computational Thinking can be applied in developing the story flow through these four stages. Decomposition is used to break down story elements, Pattern Recognition to identify patterns and relationships between events, Abstraction to select relevant information, and Algorithm Design to arrange events logically and systematically. The application of these four stages produces a coherent and simple story flow that is appropriate for children aged 3–5 years. Therefore, Computational Thinking can be used as a systematic approach in developing the story flow of a Board Book.

Keywords: Computational Thinking, Board Book, story flow, early childhood, Petualangan Juni