

The 4th International Conference on:

Sustainability in Creative Industries (SCI)

04-06 NOV 2025

Universitas Ciputra,
Indonesia



Proceedings in ASTI
series (Scopus)



The Role of Audio—Visual to Teach SDGs in Schools

AMANDA P. NAHUMURY (1), JOCELINE N (2), GHANIA F. FIFKOWATI (3)

1. Faculty of Creative Industry, University of Surabaya, Indonesia
2. Faculty of Creative Industry, University of Surabaya, Indonesia
3. Faculty of Creative Industry, University of Surabaya, Indonesia

Background



Climate change affects ecosystems, economy, and health.

Requires global and local educational actions.

Outline / Today's presentation / Agenda / ...etc.

1. Background

2. Research Purpose

3. Methodology

4. Discussion

5. Conclusion

1. Education and SDGs



Education is key in achieving SDGs

- Build knowledge, skills, and sustainable values
- Encourages critical thinking and social awareness

2. Why Audio-Visual?



- Enhances comprehension through visual and auditory input
- Boosts motivation and memory
- Depicts dynamic environmental change effectively

3. Research Purpose

To explore how audio-visual media enhance students' understanding and engagement with SDG topics in Indonesian schools through literature review.

Methodology

- Qualitative literature review (Snyder, 2019)
- Databases: Web of Science & SINTA
- Keywords: “audio-visual,” “SDGs,” “schools”
- Inclusion: last 5 years, school level
- 5 relevant papers selected
 - Pranata et al. (2022) – Animated videos on clean living
 - Aprillianti et al. (2022) – Stop-motion for environmental care
 - Padrian et al. (2020) – Motion-graphic infographics
 - Ardianti et al. (2023) – Stop-motion on global warming
 - Karuana et al. (2023) – Stop-motion for ecoliteracy.

Common Findings

- Increase engagement and attention span.
- Strengthen conceptual understanding.
- Encourage sustainable behavior.
- Improve eco-literacy scores (71.2 → 90.1).
 - Interest & Motivation: story-driven visuals.
 - Comprehension: make SDG issues tangible.
 - Retention & Application: apply learning to daily life.

Discussion: Educational Implications



- Audio-visuals bridge SDG concepts and local contexts.
- Promote systems thinking and participation.
- Local relevance increases student connection.

Teachers' Role



- Select and adapt suitable media.
- Facilitate reflection and discussion.
- Integrate assessment and follow-up activities.
- Offer inclusive learning alternatives

Plan → Teach → Assess → Reflect.

Recommendations for Future Research

- Compare audio-visual vs. print vs. hands-on.
- Test student-created vs. teacher-made media.
- Analyze long-term behavioral effects.
- Identify ideal clip length & pacing.

Conclusion

- Audio-visual media enhance SDG education effectively.
- Teachers turn awareness into action.
- Visual communication bridges learning and sustainable habits.

The 4th International Conference on:

Sustainability in Creative Industries (SCI)

04-06 NOV 2025

Universitas Ciputra,
Indonesia



Proceedings in ASTI
series (Scopus)



“Through education, we turn climate concern into
action and the SDGs into everyday habits.”

Amanda Putri Nahumury

amandapn@staff.ubaya.ac.id

Sponsors: Faculty of Creative Industry, University of Surabaya