

ABSTRACT

This study investigates the integration of the Babyface character from Toy Story with a hexapod movement mechanism into an interactive collectible toy named Spiderbaby Hexapod. The research focuses on adapting Babyface's proportions and visual details, developing a modular casing design that allows easy accessory swaps and three basic movement modes (walk, dance, fight), and applying premium finishing alongside a special display to enhance collectible value. Employing a Human-Centered Design approach, the project follows five key stages: empathize, define, ideate, prototype, and test. Participants from the Toy Story Collection Indonesia community and a robotics hobbyist validated the design, providing positive feedback on interactive functionality, customization ease, visual aesthetics, and construction quality. The fair use principle was applied to ensure academic legitimacy in using the Babyface character without commercial intent. Findings demonstrate that Spiderbaby Hexapod successfully delivers an immersive and personalized play experience through responsive motions, modular casing, and exclusive display appeal. This study offers valuable insights for product designers aiming to create interactive collectible toys that blend pop culture characters with mechanical technology.

Keywords: *Spiderbaby Hexapod, Babyface, collectible toy, display, mechanical interactivity*