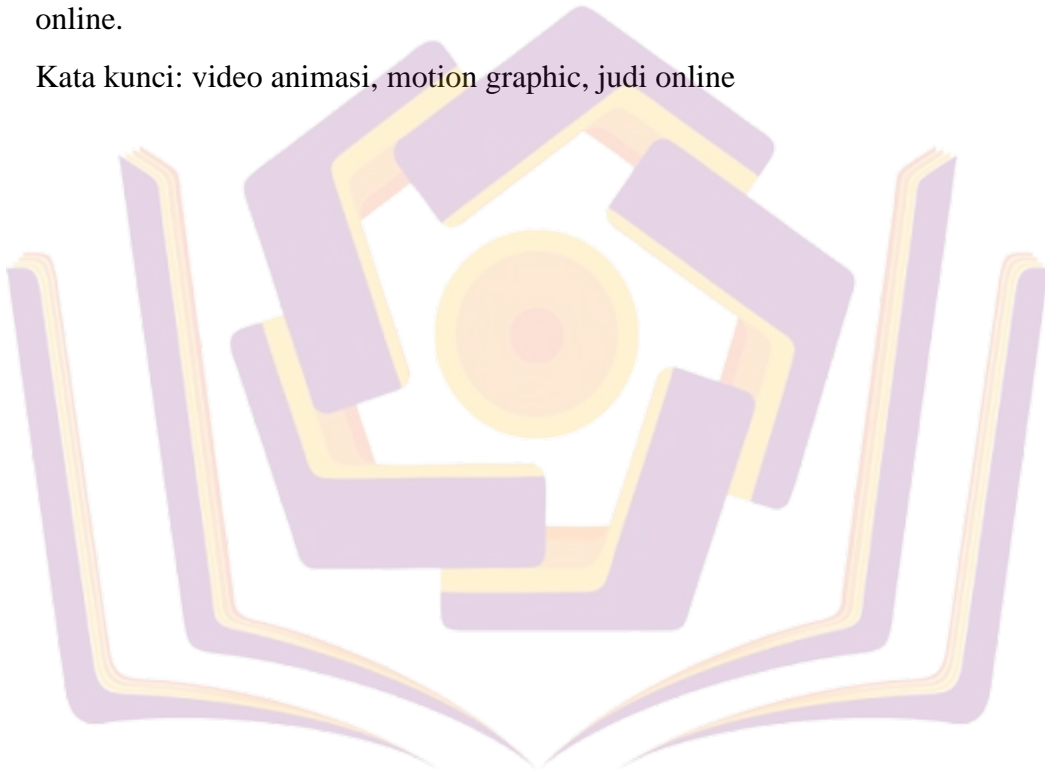


INTISARI

Penelitian ini dilakukan dengan tujuan menciptakan animasi 2D yang membahas tentang risiko judi online, menggunakan teknik motion graphic. Studi kasus dilakukan di SMK Islam Al Amanah Salem. Proses pengembangan animasi difokuskan pada penyampaian pesan pencegahan terhadap bahaya judi online. Dengan penelitian ini, diharapkan dapat memberikan kontribusi dalam pemahaman dan pencegahan dampak negatif judi online, terutama di lingkungan pendidikan. Dengan hasil animasi 2D tentang bahaya judi online, bahwa video ini mampu meningkatkan pemahaman siswa mengenai ancaman yang terkait bahaya Judi online.

Kata kunci: video animasi, motion graphic, judi online



ABSTRACT

This research was conducted with the aim of creating 2D animation that discusses the risks of online gambling, using motion graphic techniques. A case study was conducted at SMK Islam Al Amanah Salem. The animation development process is focused on delivering a warning message to the dangers of online gambling. With this research, it is hoped that it can contribute to understanding and preventing the negative impact of online gambling, especially in the educational environment. With the results of 2D animation about the dangers of online gambling, that this video is able to increase students' understanding of the threats related to the dangers of online gambling.

Keywords: animated videos, motion graphics , online gambling

