

INTISARI

Penyalahgunaan narkoba mencakup berbagai kalangan, termasuk para pelajar SMA. Upaya pencegahan sangat penting untuk dilakukan agar para pelajar SMA tidak terjerumus dalam penyalahgunaan narkoba, khususnya magic mushroom. Upaya tersebut dapat dilakukan dengan membuat media edukasi. Tujuan penelitian adalah untuk membuat media informasi untuk mengedukasi siswa SMA tentang risiko mengkonsumsi magic mushroom.

Penelitian ini dilakukan di SMA N 1 Padamara pada bulan Pebruari 2025 sampai Agustus 2025. Metode pengumpulan data menggunakan kuesioner, observasi, wawancara, dan dokumentasi. Alat dan bahan penelitian di sini adalah software dan hardware yang digunakan untuk membuat video animasi 2D.

Berdasarkan hasil analisis data dapat disimpulkan bahwa pembuatan media informasi untuk mengedukasi siswa SMA tentang risiko mengkonsumsi magic mushroom dilakukan dengan membuat video animasi 2D tentang magic mushroom. Pembuatannya meliputi tahap pra produksi, produksi, dan pasca produksi. Video yang telah dibuat kemudian ditayangkan kepada para siswa SMA N 1 Padamara guna memberikan edukasi tentang magic mushroom. Setelah melihat tayangan video tersebut, para siswa kemudian memberikan respon melalui kuesioner. Berdasarkan analisis hasil kuesioner, rata-rata index dari jawaban responden sebesar 83,84% dan termasuk dalam kategori sangat setuju, sehingga dapat disimpulkan bahwa visualisasi gambar dan penjelasan dari video animasi 2D edukasi konsumsi magic mushroom di SMA Negeri 1 Padamara yang dibuat mudah dipahami dan dapat mengedukasi para siswa di sekolah tersebut. Video animasi 2D tentang magic mushroom ini diharapkan dapat menjadi media edukasi bagi para siswa agar tidak mengkonsumsi magic mushroom karena berbahaya bagi kesehatan mental dan fisik serta mempunyai konsekuensi hukum.

Kata kunci: video, animasi 2D, edukasi, magic mushroom.

ABSTRACT

Drug abuse affects various groups, including high school students. Preventive efforts are crucial to ensure that high school students do not fall into drug abuse, particularly the consumption of magic mushrooms. One of the efforts that can be made is by creating educational media. The purpose of this research is to develop an information medium to educate high school students about the risks of consuming magic mushrooms.

This research was conducted at SMA N 1 Padamara from February 2025 to August 2025. Data collection methods included questionnaires, observations, interviews, and documentation. The tools and materials used in this research were software and hardware to create a 2D animation video.

Based on the data analysis, it can be concluded that the development of information media to educate high school students about the risks of consuming magic mushrooms was carried out through the creation of a 2D animated video. The production process consisted of pre-production, production, and post-production stages. The completed video was then presented to the students of SMA N 1 Padamara to provide education about magic mushrooms. After watching the video, students responded through a questionnaire. Based on the questionnaire analysis, the average index of respondents' answers was 83.84%, which falls into the "strongly agree" category. Thus, it can be concluded that the visualization and explanations in the 2D animation video on the consumption of magic mushrooms were easy to understand and succeeded in educating the students. This 2D animation video is expected to serve as an educational medium to prevent students from consuming magic mushrooms, as they are harmful to both mental and physical health and carry legal consequences.

Keywords: video, 2D animation, education, magic mushroom.