

ABSTRACT

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Telkom University. Immunization with vaccine is an attempt to give immunity to the body by deliberately giving microbes that have been attenuated. Vaccine immunization has an important role as a preventive measure of PD3I that attacks children. Immunization has a negative connotation in children caused by the use of needles, so it's not rarely to find parents who have difficulty persuading their children to do immunization with the vaccine. One of the persuasive ways to educate children about immunization is through animation. Animation is a stirring image formed from a set of objects arranged regularly following the flow of movement that has been determined at each increase in the count of time that occurred. The design of educational animation about immunization with vaccine in children has a theoretical basis related to object, medium, design method and other supporting theory. The data used to strengthen the design is obtained through questionnaires, observations, and literature studies. It is collected processed into the basic design of the design environment. Designing with the determination of styling, properties, attributes to colors made according to the obtained data .

Keywords: Education, Immunization, Vaccines, Children, Design Environment, Animation