

ABSTRACT

Adithama, Maula Ihdalfarhi Auliansyah (2019). Storyboards in Designing 3D Animation “Ryan” About The Impact of Gaming Disorder. Thesis. Visual Communication Design Study Program. Creative Industry Faculty. Telkom University. Bandung.

Playing Video Games is one of the activities to fill free time for children, adolescents, to adults, whether played seriously or just entertainment. When playing games we will feel entertained, happy, even able to add knowledge because a game is usually made by including elements of science, knowledge, and phenomena that exist in the world such as historical events. But everything that has a positive side must have a negative side also when not used incorrectly, in the video game the case plays until the loss of self control in a person in June 2018 WHO (World Health Organization) named Gaming Disorder. Gaming Disorder is a psychological disorder in which the sufferer experiences an addiction to a game, prioritizing playing games compared to real life and daily activities even though later the sufferer will experience negative consequences. One of the negative consequences of this is that it has an impact on health which is declining in a player whose issues both abroad and in Indonesia there are already a number of people who have died due to gaming disorder. Based on this, the designer will make a script and storyboard which will be used as a 3D animation media on this matter. By applying the elements of story structure and visual literacy as the theoretical foundation based on data that has been obtained by the method of literature study, media observation, and interviews with clinical psychologists and child psychologists, adolescents.

Keywords: Gaming Disorder, Health, Youth, Scripts and Storyboards