

## ABSTRACT

**Fulki Hafizh Siandy.** 2019. *3D Animated Character Design Ryan About Gaming Disorder Final Project. Visual Communication Design Department. Faculty of Creative Industries. Telkom University*

*Online games are games that can be played on an internet network. This opinion is in accordance with the opinion of wikipedia, which says it is a type of computer game that uses computer networks. Networks that are usually used are internet networks and the like and always use existing technology, such as modems and cable connections. Game addiction is a disease called Gaming Disorder, Gaming Disorder is a psychological disorder in which the sufferer experiences an addiction to a game, prioritizing playing games from real life and daily activities even though later pendertia will experience negative consequences. Adolescents at the age of 15-22 are very wide range of game addiction because at that time adolescents were looking for identity or identity. Therefore we need a media of information that can visualize teenagers who are addicted to the game. The design of these 3D animated characters aims to tell teens about the adverse effects of Gaming Disorder. The design method that is carried out includes data collection (literature studies, interviews and observations). Then the results of the data are analyzed and will get general characteristics of teenage face shapes, games played, and how to dress that are used by teenagers who play games, from these results will be used as a reference in designing this 3D animated character. So that the teenager will feel attracted to the character and feel that it is he who is doing the same thing.*

*Keyword : Gaming Disorder, Remaja, Character, 3D Animation*