ABSTRACT

In people's daily life, technology is already a part of it. It's no wonder now that kids and even grown ups are pretty skilled when it comes to technology. Smart devices like Smartphone, Komputer, Smart TV, Tablet and etc, have many upsides that can be taken advantage like for work, education, and entertainment. but with all of these advantages, it made us use these devices in such a long session. this activity using our smart devices is often called Screen time, the overuse of excessive screen time can lead to many disadvantages for the user. Because of this reason, the writer conducted research focusing on the interaction between students and excessive use of media to visualize it, and so students can set the result of this research as a reference for using screen time. In this research, the writer is going to use a quality data method for their method of gathering data. These methods included observation, interview, questionnaire, and literature review. while for the analysis method, the writer is going to use a case study description. so it can help the writer to understand more of what is the interaction between students and excessive amount of screen time. The result of this research is going to be used in the making of a 3D character model that shows the interaction and impact of excessive amounts of screen time on students.

Keywords: 3D model character design, Interaction, Media, Students, Screen time