

## ***ABSTRACT***

*Initially Information Technology was created by humans to assist them in communicating and sharing information instantly without the hindrance of time and distance. With this definition, one of them is Social Media as something that can help people interact with each other at any time and with distance from anywhere. The generation that directly feels the development period of Technology, especially in Information Technology is none other than Millennial Generation who is a pioneer generation or an early user of Social Media. However, in a series of activities on the use of Social Media, its influence on lifestyles, especially Millennials is more apparent than the positive side. They have become accustomed to doing things all in an instant, interacting face to face is not as often as in the past where information technology is still not developing, and others. This report aims to design a short animated film 2D animation that has a theme that is the positive side of Social Media, especially to its users from the Millennial Generation who as the majority mainly from the view of the previous generation are viewed negatively. As an Animator in charge of animating animated characters in the design of animated films using theories in the form of 12 principles of animation and complementary theories, namely theory of acting. Hope, in the making of this animation, especially in Millennial Generation and other Generations both as users and observers can take the positive side, the benefits, and most importantly can take and sorting out the functions of good use in using social media.*

*Keywords : Technology Information Development, Social Media, Millennial Generation, 2D Animation, Animator.*