

ABSTRACT

The Covid-19 pandemic has become a problem that affects all aspects of human life, including in the world of education. In this case, the government must issue a policy so that during the Covid-19 pandemic learning can continue, the policy is online learning. The world of education must adapt to the application of online learning so that teaching and learning activities take place. However, online learning that dares to be a solution turned out to have a big impact on students, especially for students who have a bigger task load. Students feel the impact on online learning that leads to problems in themselves such as stress. This is also like research on increasing psychological impacts during the Covid-19 pandemic. Therefore, to provide information and education about this problem, an interesting media was made in its presentation, namely 2D animation with the title NARA. In an animation, it is necessary to design the character that drives the animated story. This character will be designed to provide an overview of student life when learning is bold and the impact it has. This study uses a case study approach in which data are obtained through interviews and observations with people who have experienced this phenomenon of courageous learning firsthand. Data on the impact of bold learning were obtained from interviews with female students as actors of bold learning and psychologists, as well as observations made to get an idea of the character to be designed. The end result of this character design process is a character model in the form of a character sheet containing turnaround characters and an expression sheet containing expressions for each character. The character model will later be used as a guide in animation.

Keywords: 2D animation, Impact of online learning, students, character design