

ABSTRACT

Technological developments have also created a new entertainment named video game using the internet network, known as an online game that uses gacha in the microtransaction system in it. Lack of insight into the gacha system in online games makes teenagers often do gacha excessively to get uncertain virtual goods so that it can interfere financially and mentally for teenagers. This final project will describe the process of designing this motion graphic, from collecting qualitative data, matrix analysis, to making design concepts such as selecting the visuals to be used and the narration in it. It is hoped that with this motion graphic design, teenagers will recognize the dangers of excessive gacha in online games.

Keywords: Animation, Motion graphic, Addiction, Gacha, Online Game