

## **ABSTRACT**

Cancel Culture is a movement used mainly on social media as a way to deplatformize someone who was deemed violating social norms, customs, or taboo topics in an attempt to reduce the influence they have on their own platform. Cancel Culture's has starting to shift from its initial function and began to be used as a way to getting rid of someone due to different opinions or minor issues which could lead to mental issues, making mistakes are human and important in order for an individual to grow. This is what inspired the writer to design a 2D Animated Storyboard about the topic. The method used in this research is an mix method in which the designer collects data through interviews with those who have been affected by the cancel culture, questionnaires through social media regarding public opinion, and observations. the data obtained during the collection will be taken as is and analyze it to come into conclusion from the data obtained.

Keywords : Cancel Culture, 2D Animation Storyboard