

ABSTRACT

Since the beginning of the year the internet was created, hoaxes have begun to circulate, but increasingly the impact generated by hoaxes is getting bigger and more dangerous, such as the Omnibus Law Bill, aftershocks in Palu and the closest is a hoax about the covid vaccine which is said to be dangerous. This is where the topic of hoaxes was chosen as the final project because there are still many people who are easily influenced by news that is not clear. The media that will be used in making this final project is two-dimensional animation. The data collection in this final project uses a mixed method technique, namely by combining qualitative data and quantitative data. Qualitative data were obtained through literature studies and interviews regarding circulating hoaxes, while quantitative data were obtained through questionnaires. By making this final project, it is hoped that people will be more careful in digesting the circulating news and be able to distinguish which is real news and which is hoax news.

Keywords: Animation, Hoax, Internet, News