Abstract

Telkom Vocational High School (SMK Telkom) established its animation department in 2023. As a new animation department, it has encountered various difficulties and challenges in the teaching and learning process, particularly in planning the curriculum and teaching methods for 3D animation to be implemented in the 11th grade, which can accommodate the existing difficulties and challenges. This research will employ a case study approach with qualitative methods and data validation through data triangulation. The analysis and design follow the 4D structure: Define, Design, Develop, and Disseminate; however the focus is up to Design phase to propose fundamental learning design recommendations for 3D Animation. Interviews from several schools are compared to identify practices implemented in other institutions and their issues, allowing the identification of limitations and best practices. Subsequently, comparisons are made between school interviews, industry interviews, and conclusions drawn from library studies to determine important variables in formulating the learning design. A method is then designed, and educational content for animation is developed using the Breadth-first approach to offer a concise and coherent alternative technique. The results of this study serve as recommendations for the basic 3D animation learning design for students in the Animation program at SMK Telkom Bandung.

Keywords: Breadth-first Approach, 3D Animation, Indonesian Animation Education, Animation Teaching Methods, Vocational High School.