

ABSTRAK

The Jagaraga War, fought in two battles in 1848 and 1849, was a significant event in the Balinese people's struggle against Dutch colonialism. However, this story remains largely unknown to many Balinese teenagers. This study aims to design an engaging and informative 2D animation storyboard to enhance Balinese teenagers' knowledge of the Jagaraga War. The study employed a data collection method involving literature review, observation, interviews, and questionnaires. The findings revealed that a 2D animation storyboard titled "2d Animation Storyboard Design To Enhance Balinese Teenagers' Knowledge Of The Jagaraga War History" can serve as an effective learning medium for increasing Balinese teenagers' understanding of the Jagaraga War. The storyboard narrates the background of the Jagaraga War, Gusti Ketut Jelantik's strategies and triumphs, Jero Jempiring's role, and the values of patriotism and unity that can be learned from this event. It is hoped that this 2D animation storyboard will foster a sense of patriotism and love for their homeland among Balinese teenagers.

Keywords: 2D animation, Balinese teenagers, history education, Jagaraga War, patriotism, storyboard.