

ABSTRACT

Taman Nasional Gunung Gede Pangrango (TNGGP) is one of the national parks that can be visited by the public as mountain climbers. However, problems arise in TNGGP, one of which is the problem of littering and garbage that is not returned after climbing. TNGGP still chooses space in the media for conveying information because there is no animated media in conveying TNGGP regulations. From here, the problem of disseminating existing regulations in TNGGP can still be developed by making animations about regulations for climbers of Taman Nasional Gunung Gede Pangrango.

The media to be used in this final project is two-dimensional animation. Data collection, in the form of qualitative data and quantitative data. Qualitative data is obtained from participatory observation, namely participating in direct climbing in TNGGP, interviews with TNGGP management, analysis of similar works, and quantitative data with questionnaires. By making this final project, it is hoped that TNGGP climbers can more easily access information about regulations in TNGGP in an 2D animated format and know what important rules must be obeyed when climbing mountains.

Keywords: Animation, Information, Climbing Regulation, Taman Nasional Gunung Gede Pangrango