

ABSTRACT

This research focuses on discussing online game addiction as a serious problem among teenagers, especially in Bandung City. This phenomenon has an impact on social behavior, mental health, and quality of life of teenagers. This final project aims to design camera settings in a short science fiction film entitled "Alt + F4 Shutdown" which conveys a message about the dangers and negative impacts of online game addiction as a form of awareness to teenagers. The method used is a qualitative approach with descriptive analysis and comparative matrix analysis to obtain image references for arranging the camera in this short film. Data collection techniques through direct observation and document studies. In addition, descriptive analysis and comparative matrix analysis were carried out on similar film works to strengthen the visual and cinematic basis of the film. The design results are in the aspect of camera settings which have an important role in forming visual expressions and emotional characters. Through a strong visual approach, this short film is expected to be a reflective and educational media for teenagers to be more aware and wise in managing their time playing online games.

Keywords: *Oline Game Addiction, Camera Director, Science Fiction, Short Film*