

ABSTRACT

Not all technological developments have a positive impact, and as active internet users, society must become increasingly wise in their utilization. Online gambling is one of the negative impacts that has rapidly developed due to significant technological advancements. In Indonesia, online gambling began to gain popularity during the Covid-19 pandemic, and the number of players has actually increased every year. In this writing, the author designs an animation media that addresses the topic of online gambling, aiming to spread understanding about the impacts generated by this gambling activity. The author uses qualitative methods by conducting field observations and studying literature on similar works. The result of the data collection process is the design of backgrounds and environments for the purpose of 2D animation on the topic of "online gambling."

Keywords: Gambling, Online, Technology, Environment, Background, Animation