INTISARI

Penelitian ini berjudul "Perancangan Video Animasi 2D Edukasi tentang Bahaya Kecanduan *game online* untuk Siswa Kelas V SD Negeri 2 Kupang, Klaten." Penelitian ini bertujuan untuk merancang video animasi 2D sebagai media edukasi mengenai bahaya kecanduan *game online* bagi siswa kelas V serta mengetahui peningkatan pemahaman siswa setelah menggunakan media yang dikembangkan. Penelitian ini menggunakan pendekatan mixed method dengan metode pengembangan *Multimedia Development Life Cycle* (MDLC) yang terdiri dari enam tahapan, yaitu konsep, perancangan, pengumpulan bahan, pembuatan, pengujian, dan distribusi. Subjek penelitian berjumlah 13 siswa kelas V SD Negeri 2 Kupang, Klaten. Pengumpulan data dilakukan melalui observasi, wawancara, kuesioner, *pre-test*, dan *post-test*. Data kuesioner dianalisis menggunakan skala Likert, sedangkan hasil *pre-test* dan *post-test* dianalisis menggunakan perhitungan N-Gain untuk mengetahui peningkatan pemahaman siswa.

Kata kunci: Animasi 2D, *game online*, Kecanduan *game online*, Media Edukasi, N-Gain.

ABSTRACT

This research is entitled "Designing a 2D Animated Educational Video about the Dangers of Online game Addiction for Fifth-Grade Students at SD Negeri 2 Kupang, Klaten." This research aims to design a 2D animated video as an educational medium to provide fifth-grade students with an understanding of the dangers of online game addiction and to determine the improvement in students' understanding after using the developed media. This research uses a mixed method approach with the Multimedia Development Life Cycle (MDLC) method, which consists of six stages: concept, design, material collecting, assembly, testing, and distribution. The research subjects consisted of 13 fifth-grade students of SD Negeri 2 Kupang, Klaten. Data were collected through observation, interviews, questionnaires, pre-tests, and post-tests. The questionnaire data were analyzed using a Likert scale, while the pre-test and post-test results were analyzed using N-Gain to determine the improvement in students'

Keywords: 2D Animation, Online Games, Online *game* Addiction, Educational Media, N-Gain.