ANIMATION SERIES OF DISASTER EDUCATION FOR 1ST TO 3RD GRADE ELEMENTARY SCHOOL STUDENTS CASE STUDY: TSUNAMI

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Abstract

Indonesia as a country located in the area of The ring of fire is potentially catastrophic, especially tsunami. Four million people located in tsunami hazzard zone and exposed to tsunami. Various mitigation measures taken by the government is not only expensive but also time consuming, while the tsunami could come anytime soon. One of the disaster risk reduction strategies that can be done now is giving education and training of disaster preparedness, especially to children as the most vulnerable groups in time of disaster. Disaster education for first to third elementary grade requires the delivery of material in accordance with cognitive ability and interesting in order to be well understandable by children.

Qualitative research method of data collecting techniques by direct observation and earlier study interviews, and literature is used as approach. Quantitative methods are used to determine the child's visual preferences, delivery of visual information, language, and illustration style options. Author search for the right formula in designing animation as a medium of education for children grade 1-3 elementary school with a discussion of content ranging from action pre-disaster preparedness, the principle of self-preservation in time of disaster, post-disaster to act in accordance with their cognitive abilities.

The result of this design concept is the animation as a medium of education about the disaster that is packaged in a way that is fun for children. With adventurous child will learn about disasters as well as active motor current simulations mimicked escape from the tsunami disaster.
Final design using a combination of vector illustrations for the main character and digital painting to illustrate the local content as the main setting in this animation. By conducting case studies that every region in Indonesia has the potential for disaster and the different natural resources.

Keywords: Adventure, Animation Education, Simulation, Tsunami