

Designing an Animated Film with the Theme of the November 10 1945 Event in Surabaya titled 'The Battle of the Heroic City'

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ABSTRACT

To support children's growth and development, it is necessary to provide education that expands their knowledge. Therefore, it is important to teach them important concepts for their future from an early age. One suitable method of learning for children is 2D animation, which can be an interactive and enjoyable learning tool. Through animations, children can easily understand subjects like Indonesian history without getting bored. These animations utilize characters with chibi-style designs that appeal to children, along with vibrant colors to maintain their interest until the end. Our goal is for children to understand and become familiar with the names of heroes who fought for independence. The chosen media for publishing these animations is suitable for viewing on YouTube Kids, which is tailored to the target audience of children and monitored by parents during viewing. Through YouTube Kids, we can also gather feedback in the form of comments, which may contain critiques and suggestions for improving future animations. Therefore, the aim of this research is to create a historical animation titled "Battle of the Heroes City" targeted at children aged 3-5 years. This research adopts a qualitative research method involving focus group discussions (FGD) and observations of 18 children aged 2-5 years. The results of the research indicate that animation is an effective educational solution for teaching history to children aged 3-5 years.

Keywords: 2D Animation, Children's learning, Education through animation, Viewer interaction, Youtube content

ABSTRAK

Untuk mendukung tumbuh kembang anak, perlu adanya media edukasi yang dapat memperluas pengetahuan mereka. Oleh karena itu, penting untuk mengajarkan konsep-konsep penting untuk masa depan mereka sejak dini. Salah satu metode pembelajaran yang cocok untuk anak-anak adalah animasi 2D, yang dapat menjadi sarana belajar yang interaktif dan menyenangkan. Melalui animasi, anak-anak dapat dengan mudah memahami materi pelajaran seperti sejarah Indonesia tanpa merasa bosan. Animasi ini menggunakan karakter dengan desain bergaya chibi yang menarik bagi anak-anak, serta warna-warna yang cerah untuk mempertahankan minat mereka hingga akhir. Tujuan kami adalah agar anak-anak dapat memahami dan mengenal nama-nama pahlawan yang memperjuangkan kemerdekaan. Media yang dipilih untuk mempublikasikan animasi ini cocok untuk ditonton di YouTube Kids, yang disesuaikan dengan target audiens anak-anak dan dipantau oleh orang tua selama menonton. Melalui YouTube Kids, kami juga dapat mengumpulkan *feedback* berupa komentar yang dapat berisi kritik dan saran untuk perbaikan animasi di masa mendatang. Oleh karena itu, tujuan dari penelitian ini adalah membuat animasi sejarah berjudul "Pertempuran Kota Pahlawan" yang ditargetkan untuk anak usia 3-5 tahun. Penelitian ini menggunakan metode penelitian kualitatif dengan melakukan *focus group discussion* (FGD) dan observasi terhadap 18 anak usia 2-5 tahun. Hasil penelitian menunjukkan bahwa animasi merupakan solusi edukasi yang efektif untuk mengajarkan sejarah kepada anak usia 3-5 tahun.

Kata kunci: Animasi 2D, Pembelajaran anak, Pendidikan melalui animasi, Interaksi penonton, Konten Youtube

INTRODUCTION

The phenomenon of the lack of animated content for children aged 3-5 years about history is very lacking. This is a worrying phenomenon, considering the importance of education in early childhood, including in the field of history. This is because early childhood children are a golden period throughout the age span of human development, because children have a very high sensitivity in receiving stimuli in their environment. So it is very easy for children to observe and understand various educational efforts from their environment (Amin Sutrisno, 2021). And historical animations have a very important role in helping children learn because these animations can help them understand history in a more interesting and fun way. According to Wardaya (2019) Media with images can be used in delivering information programmes. It can provide information that can

help to learn by stimulating their minds, arousing their emotions, and grabbing their attention. So it is unfortunate regarding the availability of content Historical animation for children aged 3-5 years old is still very limited as a children's show. So from the background of this phenomenon, Rajanaga Studio stands to provide one solution to solve the problem in the form of lack of historical animation content for 3-year-olds. And one of the solutions that can solve this problem is the creation of animated content. With a design that is dominated by bright colors on character design and illustration assets aim to draw the audience's attention to certain objects, so that this can increase the target audience's interest, and show a cheerful mood (Sachio Yodi, 2021).

So the problem formulation in this design is: How is the design of animated content of Indonesia's historical events on November 14s for children aged 3-5 years entitled "Battle of Kota Pahlawan" for Rajanaga Studio along with its promotional media, so that children will be able to understand the history of Indonesia. Can recognize the name of the hero who fought in the event to November 1945. And the purpose of designing this Final Project is to design an animation for children aged 3-5 years who want to learn history in a more interesting, interactive and fun way.

RESEARCH METHOD

The data collection conducted by Rajanaga Studio is qualitative data collection by conducting market tests through focus group discussions (FGD). This is because the target audience is very narrowed and clear, namely children aged 3-5 years, and the data collected will prioritize the quality of depth in data collection. This FGD was conducted by 18 parents at PAUD Puri Tirta. And observation by watching the animation together with 18 children of PAUD Puri Tirta aged 2-5 years old.

RESULT AND DISCUSSION

The design style used in this Rajanaga Studio animation uses a concept art design style or the term "concept art". Where this design style is an illustration style

to convey an idea that is used for the purposes of making films, video games, animations, comics, and several other media, before being realized in the final product. This design style is also used in the logotype so that the audience can easily identify and remember Rajanaga Studio's content through the characters, illustrations and colors used. And in character creation is better known as chibi style. Chibi comes from the Japanese language which is identified with the embodiment of a child (Slamet, 2022). So this concept art style uses chibi style to create animation assets because it is cute and fun to look at. The following is a moodboard for Rajanaga Studio's animation for its historical animation titled "Battle of Kota Pahlawan":



Figure 1. Moodboard for Rajanaga Studio's animation titled "Battle of the Hero City"
Source: Pinterest and Getty Images

The title logo on Rajana studio's content entitled "Battle of City of Heroes" has colorful colors in accordance with the target audience of children aged 3-5 years. Logotype with an interesting shape, full of fun, gives a pleasant impression so that it fits the characteristics of PAUD children who are around 2 years old (Zaitun Y.A. Kherid, 2022). So this logo title uses a design that has a fun and cheerful impression from the color and typeface to attract the audience to watch from seeing the title.



Figure 2. Logo title titled "Battle of the Hero City"
Source: author's documentation

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Elements used in this animation include character design, and application design as below:



Figure 3. Character design for the animation "Battle of the Hero City"

Source: author's documentation

The animation production starts with creating illustration assets using Clip Studio Paint software with a canvas size of 1080px x 1920px for each scene. These illustration assets comprise a total of 80 scenes that will be animated in Adobe After Effects. The animation production combines motion graphics techniques such as rotation, scaling, transparency, masking, and puppetry. It also utilizes effects available in After Effects. After animating the individual scenes one by one, these separate scenes are combined into a single animation with a duration of 10 minutes. The animation is then edited in Premiere to add sound effects such as BGM (Background Music) and SFX (Sound Effects), and rendered in the MP4 format.



Figure 4. Animation design application for "Battle of the Hero City"

Source: author's documentation

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Figure 5. Scene clip from the animation “Battle of the Hero City”
Source: author's documentation

Strategi Uji Coba Desain

Design trials collect data that is used as a basis to determine the effectiveness, efficiency, and or attractiveness of the design to be produced. So Rajanaga Studio tested the animation design on three test subjects, namely:

1. Expert User The characteristics of the expert users interviewed in this design trial involved 4 experts in the fields of producer, editor, motion graphics designer, and CEO/Founder of an animation studio in Surabaya.



Figure 6. Expert User
Source: author's documentation

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2. Extreme User The characteristics of the expert users interviewed in this design trial involved 4 extremes, including a mother/teacher/early childhood education teacher.



Figure 7. Extreme User
Source: author's documentation

3. The target audience of Rajanaga Studio's data collection is 3-year-old children, and the data collected will prioritize the quality of depth in data collection. Conducting the market test through focus group discussion (FGD). This FGD was conducted by 18 parents at PAUD Puri Tirta. And observation by watching the animation together with 18 children of PAUD Puri Tirta aged 2-5 years old.



Figure 8. FGD Session
Source: author's documentation

No	Teknik Pengumpulan Data	Sumber Data	Instrumen
1	Interview	Expert user 1-4	<ul style="list-style-type: none"> • Review of design work • Insight into preferred animation designs for children (using data from Mentari TV and experience from expert animators) • Promotion strategy to develop insight
2	Interview	Extreme user 1-4	<ul style="list-style-type: none"> • Review of design work • Insight into preferred animation designs for their children • Media used to search/find animation topics
3	FGD	Target Audience	<ul style="list-style-type: none"> • Review of design work • Un Insight the preferred animation design for kids • Media used for search/find animation topics

Table 1. Data Collection Techniques, Data Sources, and Instruments

Source: author's documentation

Revision Process & Final Work

Motion in the nagasaki and hiroshima bombing section should be changed to make it more kids friendly. The first is the revision of the thumbnail design which is considered less harmonious because the design uses a gradient technique which is considered to make the design more attractive. But it turns out that according to the experts, it would be better if the design still uses flat color shading so that the design looks more natural and the colors are more depicting children's animation.

Figure 9: Revised YouTube thumbnail design
Source: author's documentation

The second was a design revision for the Nagasaki and Hiroshima born scene, which was originally considered too vulgar because it showed the born exploding. This scene was finally replaced with a popout of the country of Japan with the position of Nagasaki and Hiroshima as a notification of where the atomic born was dropped. This scene was made with expert advice to make it easier for production and editing, and the resulting scene is also easier to accept.

Scene Nagasaki dan Hiroshima dianggap terlalu vulgar
karena mengadegarkan bom yang meledak

Scene diganti dengan pop out negara Jepang, muncul pop
out point posisi Nagasaki dan Hiroshima



Figure 10. Revised animation scene of the bombing of Nagasaki and Hiroshima
Source: author's documentation

CONCLUSION

Historical animations for children aged 3-5 years are a little difficult to find nowadays on social media platforms. So with the creation of Rajanaga Studio's animation entitled "Battle of Kota Pahlawan" with 2D chibi design style hero characters, children can watch while learning about the names of heroes and historical stories in Indonesia. Where this animation will tell about the events of November 10 45 in Surabaya from the Japanese army who landed in Indonesia until the November 1945 war was won by arek-arek Suroboyo. Supported by expert users, extreme users, and FGDs involving observation of 8 children by watching together, it turns out that this animation is considered to have potential and is considered good for educational facilities. So the conclusion that can be drawn is that this animation is considered quite effective as a solution to educate children aged 3-5 years to learn about historical events in Indonesia in an innovative and fun way.

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