

**PENGEMBANGAN MEDIA SOSIALISASI “MARI KENALI HOAKS”
BERBASIS ANIMASI 2D DAN *MOTION CAPTURE***

Oleh

Putu Aryadi Mukti Putra, NIM 1415051046

Program Studi Pendidikan Teknik Informatika

Jurusan Teknik Informatika

Fakultas Teknik dan Kejuruan

Universitas Pendidikan Ganesha

e-mail : putuaryadimuktiputra@gmail.com

ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) bagaimana pengembangan Media Sosialisasi “Mari Kenali Hoaks” Berbasis Animasi 2D dan *Motion Capture*. (2) mengetahui respon pengguna terhadap Media Sosialisasi “Mari Kenali Hoaks” Berbasis Animasi 2D dan *Motion Capture*.

Jenis penelitian ini merupakan penelitian dan pengembangan. dengan metode yang digunakan adalah *Multimedia Development Life Cycle*, metode ini memiliki 6 tahapan, yaitu konsep, desain, pengumpulan materi, pembuatan, pengujian dan pendistribusian. Metode pengumpulan data yang digunakan adalah observasi, wawancara, studi literatur, dan angket untuk mengetahui pengetahuan serta tanggapan masyarakat terhadap Hoaks. Media yang telah dikembangkan kemudian di dianalisis dengan melakukan uji ahli isi pra produksi, uji ahli media pra produksi, uji ahli isi pasca produksi, dan uji ahli isi pasca produksi.

Kata Kunci : Media Sosialisasi Hoaks, *Motion Capture*, Penelitian dan Pengembangan, *Multimedia Life Cycle Development*.

**DEVELOPMENT OF “LET'S GET TO KNOW HOAXES” SOCIAL MEDIA
BASED ON 2D ANIMATION AND MOTION CAPTURE**

By

Putu Aryadi Mukti Putra, NIM 1415051046

Informatics Education Study Program

Informatics Education Department

Technical and Vocational Faculties

Ganesha University of Education

e-mail : putuarvadimuktiputra@gmail.com

ABSTRACT

This study aims to find out (1) how the development of "Let's Recognize Hoaxes" Socialization Media Based on 2D Animation and Motion Capture. (2) find out the user's response to the "Let's Recognize Hoaxes" Socialization Media Based on 2D Animation and Motion Capture.

This type of research is research and development, with the method used is Multimedia Development Life Cycle, this development method has 6 stages that must be passed, namely concept, design, material collection, manufacture, testing and distribution. At the material collection stage, the methods used were observation, interviews, literature studies, and questionnaires to determine knowledge and public responses to hoaxes. The results of data collection are then summarized into a media concept which will later become the standard of the development of this socialization media. The media that has been developed is then analyzed by conducting post-production content expert testing, post-production content expert testing and user response testing, this is intended to determine the feasibility level of the socialization media that has been developed. The results of this study in the form of 2D animation, are expected to help the process of parties who play a role in preventing the spread of hoaxes in disseminating hoaxes.

Keywords : *Hoax Socialization Media, Motion Capture, Research and Development, Multimedia Life Cycle Development.*