

**PENGEMBANGAN FILM ANIMASI 2 DIMENSI SEJARAH KEBO-
KEBOAN BANYUWANGI**

Oleh

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ABSTRAK

Abstrak – Kurangnya pengetahuan masyarakat mengenai sejarah Kebo-Keboan Banyuwangi disebabkan oleh kurangnya referensi dan media yang dapat digunakan untuk mengedukasi masyarakat, terutama yang berada di Banyuwangi, tentang makna dan tujuan dari ritual Kebo-Keboan Banyuwangi yang telah dilaksanakan secara turun-temurun. Oleh karena itu, dibutuhkan media berbasis Film Animasi 2 Dimensi dengan judul "Pengembangan Film Animasi 2 Dimensi Sejarah Kebo-Keboan Banyuwangi" dengan menggunakan metode Multimedia Development Life Cycle (MDLC) dan model penelitian Research & Development (R&D). Hasil penelitian menunjukkan bahwa validasi ahli isi memberikan skor rata-rata sebesar 88% dengan kriteria bagus, sedangkan validasi ahli media memberikan skor rata-rata sebesar 98% dengan kriteria istimewa pada uji kevalidan film animasi.

Kata Kunci: Film, Animasi 2 Dimensi, Sejarah, Kebo-Keboan Banyuwangi.

**DEVELOPMENT OF 2-DIMENSIONAL ANIMATED FILM OF
BANYUWANGI KEBO-KEBOAN HISTORY**

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ABSTRACT

Abstract - Due to the lack of available references and media to educate the public, particularly those in Banyuwangi, about the meaning and purpose of the Kebo-Keboan Banyuwangi ritual, there is a lack of public knowledge about its history. To address this issue, a 2-Dimensional Animation Film-based media titled "Development of 2-Dimensional Animation Film History of Kebo-Keboan Banyuwangi" was created using the Multimedia Development Life Cycles (MDLC) method with the Research & Development (R&D) research model. The research results showed that the validity of the animated film was tested and evaluated by content experts and media experts, with an average score of 88% and 98% respectively, indicating good and excellent criteria.

Keywords: *Movie, 2-Dimensional Animation, History, Kebo-Keboan Banyuwangi.*