PENGEMBANGAN FILM ANIMASI 2D SEJARAH PERJUANGAN PENYOBEKAN BENDERA BELANDA DI HOTEL YAMATO" API JOEANG AREK-AREK SOERABAYA"

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ABSTRAK

Pengembangan film animasi 2D Sejarah perjuangan penyobekanu Bendera Belanda di Hotel Yamato "Api Joeang Arek-arek Soerabaya" bertujuanh untuk7memberikan edukasi kepada masyarakat terkhusus generasi muda mengenai sejarah penyobekan bendera Belanda di hotel Yamato sekarang beralih nama menjadi hotel Majapahit. *Metode Multimedia Development Life Cycle* metode ini memiliki 6 tahapan yaitu tahap *concept,* tahap *design,* tahap *material collecting,* tahap *assembly,* tahap *testing dan* tahap *distribution*. Hasil dari penelitian ini yaitu berupa film animasi 2D. Beberapa pengujian yang dilakukan diantaranya pengujian uji ahli isi dan uji ahli media yang mendapat perolehan nilai sebesar 1.00 yang berada pada kreteria "Sangat Tinggi" dan penguji ahli media memperoleh nilai sebesar 1.00 yang berada pada kreteria "Sangat Tinggi", sedangkan dalam uji respon penegguna melibatkan sebanyak 61 orang responden dan mendapat hasil skor rata-rata respon pengguna sebesar 42,8 dapat dinyatakan kedalam kualifikasi kategori "Sangat Positif" dan kriteria "Sangat Baik". diharapkan dapat dimanfaatkan dengan baik sesuai kebutuhannya dan selanjutnya dapat dikembangkan dalam bentuk produk multimedia lainya seperti, animasi 3D.

Kata Kunci: *2D, MDLC*, Sejarah Penyobekan bendera Belanda

THE DEVELOPMENT OF 2D ANIMATED FILM THE HISTORY OF THE STRUGGLE TO TEAR THE DUTCH FLAG AT THE YAMATO HOTEL **"API JOEANG AREK-AREK SOERABAYA"**

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ABSTRACT

The development of a 2D animated film The history of the struggle to tear the Dutch flag at the Yamato Hotel "Api Joeang Arek-arek Soerabaya", aims to provide education to the public, especially the younger generation, about the history of the tearing of the Dutch flag at the Yamato hotel which has now changed its name to the Majapahit hotel. Metode Multimedia Development Life Cycle This method has 6 stages, namely stage concept, design, material collecting, assembly, testing and stage distribution. The results of this study are in the form of 2D animated films. Some of the tests carried out included content expert testing and media expert testing which obtained a score of 1.00 which was in the "Very High" criterion and media expert testers obtained a score of 1.00 which was in the "Very High" criterion, while the user response test involved as many as 61 respondents and obtained an average user response score of 42.8 which can be classified as "Very Positive" and "Very Good" criteria. It is hoped that it can be put to good use according to their needs and can then be developed in the form of other multimedia products such as 3D animation.

Keywords : *2D, MDLC, The History of Tearting the Belanda Flag*