

**PENGEMBANGAN FILM ANIMASI 2D IDA I DEWA AGUNG ISTRI
KANYA "THE HEROINE BATTLE OF KUSAMBA"**

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ABSTRAK

Pengembangan Film Animasi 2D Ida I Dewa Agung Istri Kanya "*The Heroine Battle of Kusamba*" bertujuan untuk menghasilkan film animasi 2 dimensi yang sesuai dengan cerita dengan Perang Kusamba dan sejarah dari Ida I Dewa Agung Istri Kanya. Metode *Research and Development* merupakan metode yang digunakan dalam penelitian ini. Sedangkan, model yang digunakan dalam penelitian ini adalah Model MDLC (Multimedia Development Life Cycle), MDLC memiliki 6 tahapan diantaranya adalah tahap *concept*, tahap *design*, tahap *material collecting*, tahap *assembly*, tahap *testing*, dan tahap *distribution*. Hasil penelitian adalah produk Film Animasi 2D. Beberapa pengujian dilakukan pada film animasi ini diantaranya dari pengujian ahli isi yang mendapat perolehan koefisien validitas sebesar 1,00 yang berada pada kriteria "Sangat Valid" dan pengujian ahli media mendapat sebesar 1,00 yang termasuk dalam kriteria "Sangat Valid" sedangkan dalam pengujian respon pengguna melibatkan 100 responden mendapatkan hasil sebesar 77% responden memberikan respon sangat positif, 23% responden memberikan respon positif dan sebesar 0% responden memberikan respon cukup positif, negatif maupun sangat negatif, dengan hasil responden yang didapat maka dikategorikan sangat baik. Penelitian ini diharapkan dapat dimanfaatkan dengan baik sesuai kebutuhan dan selanjutnya dapat dikembangkan dalam bentuk media multimedia lainnya seperti, Game maupun animasi 3 Dimensi.

Kata Kunci: Animasi 2D, Perang Kusamba, Ida I Dewa Agung Istri Kanya

**DEVELOPMENT OF 2D ANIMATION FILM IDA I DEWA AGUNG ISTRI
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ABSTRACT

The development of Ida I Dewa Agung Istri Kanya's 2D animated film "The Heroine Battle of Kusamba" aims to produce a 2-dimensional animated film that is in line with the story of the Kusamba War and the history of Ida I Dewa Agung Istri Kanya. The Research and Development method is the method used in this research. Meanwhile, the model used in this study is the MDLC (Multimedia Development Life Cycle) Model. MDLC has 6 stages including the concept stage, design stage, material collecting stage, assembly stage, testing stage, and distribution stage. The result of this research is the product of 2D Animated Film. Several tests were carried out on this animated film, including the content expert test who got a validity coefficient of 1.00 which was in the "Very Valid" criteria and the media expert test got 1.00 which was included in the "Very Valid" criteria while in response testing Users involving 100 respondents got the results of 77% of respondents giving a very positive response, 23% of respondents giving a positive response and 0% of respondents giving a fairly positive, negative or very negative response, with the results of the respondents obtained it was categorized as very good. This research is expected to be utilized properly as needed and can further be developed in the form of other multimedia media such as games and 3D animation.

Key Word: *2D Animation, Battle of Kusamba, Ida I Dewa Agung Istri Kanya*