

ABSTRAK

Ramadhana, Isra. 2016. *Narration Planning and Storyboard In 2D Animation Film Batu Akik For Teenagers Aged 14-17. Multimedia concentration, Prodi Visual Communication Design, Faculty of Creative Industries Telkom University*

Agate or ordinary known with name Gemstone is mineral that came from nature who own uniqueness, endurance and beauty . Agate that already developed in the community who are become a phenomenon. A growing phenomenon, not among the old but young people also follow him as a trend. From agate phenomenon , agate become an idea in planning narration and storyboard, that finally be in the form animated film 2 dimension. With animated film 2 dimension, may is able to convey a moral message about agate through stories and can entertain other people, especially teenagers. The research method used in the design of this is the method of research a qualitative approach the phenomenology of the agate. The Kualitatif in the design of this in the form of interviews, observations, and study of literatur. After the data collected, the data compiled and will be carried out analysis of the phenomenology before heading to the design.. The analasis will be formed into the design of the narrative and storyboard about agate. Design is expected to deliver a moral message to the target audience is teenagers. Design the end result will be in the form of the animation film, two-dimensional the duration of \pm 5 minutes and contains stories that are suggestive to be able to stimulate the imagination for audience and deliver a moral message in this movie.

Keywords: *Agate, Moral Message, Narative, Storyboard*