

## ABSTRACT

In this modern era, things that are mystical are still often used as a medium by the community in solving a problem faced by them everyday, because mysticism is believed by society as the easiest or most practical means of solving a problem. nowadays, people are too dependent and attached to a prediction without thinking about risks and recognizing themselves. They become new individuals, but there are many irregularities - irregularities which then occur in their lives (negative). Every direction given by the fortune teller is always used as the main reference so that when there is one direction that is not done by them, they also become panicked and constantly suggest that there will be something negative (woe) that happens to them which in the medical world is called with neurosis.

Psychological neurosis is not widely known by the public at this time, especially in Indonesia. Neurosis itself is a fairly serious psychological disease. Neurosis is a psychological disease that attacks because it can cause a high level of anxiety which makes the sufferer to hallucinate excessively which can hurt himself. Even this is supported by mystical things that are taboo to make sufferers more anxious, and suffer even more. With the negative impact on this psychological illness, it needs an information media such as animation. In order to easily distribute information about this negative impact to adolescents, especially in southern Jakarta.

In this study, the authors want to raise about neurosis to inform and educate the public especially among adolescents because the psychological condition of adolescents is still unstable so that they are easily affected, and also they can find out that the suggestion in their minds is actually not there (only limited to superstition or myth).

Keywords: Neurosis, Psychological, Taboo, Animation