

ABSTRACT

Every college student has a difference in doing their assignment, for example, postponing the assignment until the predetermined deadline. This is what we called as Procrastination. According to Burka and Yuen (2008) procrastination belongs to the verb "Procrastinate" which means to procrastinate. Unconsciously, students feel doubt and feel afraid if they fail to do the task that requires them to rework for the second time. This is a causal factor of Procrastination. Procrastination can have an impact on the college student life, such as the emergence of stress, worry, and feelings of regret for working under pressure. In addition, when doing procrastination and forced to do the task by staying up late, causing not enough time to rest and cause illness. To inform this, a media is needed that can convey information in an interesting way. One of them is by creating storyboards that can present interesting visual storytelling, and hoped that it can convey information about procrastination among the college students, so they can be more aware of procrastination. The method used is a qualitative data collection method through observation and interviews to obtain the required data. Analysis of the work was also carried out in designing the storyboard.

Keyword: Procrastination, College student, Doubt, Fear, Storyborad, 2D Animation.