

ABSTRACT

Martha, Hafizh Eka. 2020. *Character Sprite Animation Design for Presenting Basic Techniques and Single Forms in Pencak Silat. Final Project. Visual Communication Design Department. Faculty of Creative Industry. Telkom University*

Pencak Silat is a martial arts culture in Indonesia that has existed since the days of our ancestors. Various styles of pencak silat are distributed in Indonesia under different names so that competition occurs between these schools, thus creating an organization that unites all martial arts schools in Indonesia under the name of the Indonesian Pencak Silat Association (IPSI). IPSI has a big role in pencak silat such as standardizing pencak silat techniques and making a single forms. Unfortunately teenagers in Indonesia are less interested in pencak silat because they prefer martial arts originating from foreign countries and adolescents are now starting to leave their own culture one of the reasons is teenagers prefer to play games. Games can be used to promote culture for the current generation. Teen age is 13-18 years old. In-game animation is effective in providing information to players. In this report, the author presents an animation of characters called sprite animation to present pencak silat movements based on basic techniques and a single technique, based on the results of research using qualitative methods. Interesting design to make players interested and able to do martial arts movements so they can defend themselves in Indonesia.

Keywords : *Animation, Teens, Game, Pencak Silat*