

ABSTRACT

Bali is recorded in Indonesia's history as one of the places that gave great uprising against Dutch colonialism, one of which was the Kusamba War that occurred in 1849. Unfortunately, this historical event did not last long in the memories of Balinese teenagers today, some of them even knew nothing about the events of the Kusamba War. This study aims to document the story of Kusamba War in an animation and introduce it to a wide audience, especially Balinese teenagers, so that this story can be preserved. In particular, a 2D animated storyboard was designed with a story adapting the Kusamba War event. The designer uses qualitative and quantitative research methods by means of literature study, observation, interviews and distributing questionnaires. The findings of the study indicate that the lack of knowledge among young people about the events of the Kusamba War was caused by the limited information media available for teenagers to get to know the events of the Kusamba War. Therefore, the making of a 2D animated storyboard that adapted the story of the Kusamba war was finally designed as an alternative solution for Balinese teenagers to become more familiar with the story of the Kusamba War.

Keywords: 2D animation, Kusamba war, teenagers, history, storyboard