

ABSTRACT

Gaming Disorder is one type of addiction caused by technology, namely gaming behavior characterized by impaired control while playing. As is still happening, the world is being hit by the Covid-19 pandemic. The economy in Indonesia has decreased greatly, all learning and work is also done from inside the home because of this, people feel pressured and bored because they have been sitting at home for so long they can't meet their friends and co-workers, people are starting to try things. new things that can be done to relieve boredom due to long periods of staying at home, one of which is playing online games, on PC, Console, or mobile. To fight this increasing addiction, health organizations in the world have determined that this is a mental disorder experienced by humans, the government provides facilities for rehabilitation for children and adults. However, not many people know about this game addiction disease, so many people underestimate this mental disorder. Therefore, the author wants to create a motion graphic that contains information about the increase in gaming disorder during the pandemic. This motion graphic can provide knowledge and also inform people who do not know what gaming disorder is. The method used is data collection (interviews, observations, and questionnaires) after that followed by qualitative and quantitative analysis

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