

ABSTRACT

Changing lectures from online to offline can have an impact on students who have been studying at home for a long time, such as feeling comfortable at home when lectures are conducted online and when students have entered the offline period it can cause anxiety when they have to meet in person. Cases of anxiety that occur in the lecture process have various cases, for example lecture activities that are carried out on the first day, usually anxiety will not appear, but after the activity starts, anxiety will start to appear due to the accumulation of assignments, fear of meeting the lecturer, fear of the thoughts of friends about ourselves. In carrying out the data collection process, the method used in this report is a qualitative research method which has exploratory and inductive characteristics. To convey the message and introduce anxiety to the public, this is done through character design which will be designed into a motion comic animation by going through the stages of the observations made, so that the message can be conveyed well to the community and it is hoped that it can help people affected by anxiety.

Keywords: anxiety, motion comic, animation, character design