

ABSTRACT

The design of this project addresses the significant phenomenon of the importance of student voices in the Indonesian national elections. One of the primary roles of students is as agents of change, a role that is crucial for their own country. In light of this, students are encouraged to exercise their voting rights wisely and to avoid abstention. To effectively educate the broader public on this issue, it is essential to utilize a media that is accessible to everyone. This project proposes the use of an educational game as the media. The game will include a trailer for its introduction, which will be produced using 2D animation. The creation of the animation requires the development of a storyboard. There are several stages involved in the production of a storyboard, and various critical aspects must be considered to ensure a satisfactory outcome. The result of this design process will be a storyboard, an animatic storyboard, which will then be animated for the educational game trailer. This project can serve as a valuable reference and an informational resource regarding the storyboard creation process.

Keywords: Students, Elections, Game, Storyboard, Animation.