

## ***ABSTRACT***

*Water is one of the basic human needs in everyday life. This causes water to be an element that must be kept clean and suitable in accordance with point 6 of the SDG's regarding sanitation and the availability of clean water. One of the problems that has occurred until now is that clean water is difficult to obtain and is sold at high prices, causing many residents to lack and not get clean water in NTT. Therefore, media is needed to convey information about the importance of caring for the use of clean water. The media used is 2D animation, which functions to convey information in audio-visual form. This study aims to design a storyboard as a reference in making 2D animation by raising the phenomenon of drought in NTT. Data obtained from literature studies, indirect observations, interviews, and analysis of similar works are used to compile narratives and then developed into storyboard scripts. This study will produce a storyboard design to support the creation of 2D animations with a water theme about caring for the use of clean water.*

***Keyword:*** *Clean Water, Concern, Animation, Storyboard*