

ABSTRACT

The phenomenon of identity crisis and social pressure in adolescents often appears during the transition from childhood to adulthood.. Excessive usage by teenagers can lead to addiction and the illusion of perpetual fame. This happens because adolescents are increasingly exposed to social standards that are difficult to achieve from family, the school environment, and cyberspace. The main problem in this study is the difficulty of finding. Realistic or supportive representations of identity crisis and social pressure in the media consumed by adolescents, so they do not have guidance or resources to help them deal with the situation. Therefore, this study aims to design an animated storyboard through visual storytelling as a medium for psychological reflection for adolescents experiencing an identity crisis. This study uses a qualitative method with data collection techniques in the form of interviews, observations and literature studies, which are analyzed using qualitative methods according to Moleong (2017: 6) and Hendryadi, et. al., (2019: 218) to understand the phenomena experienced by the research subjects, including their behavior, perceptions, motivations and the naturalistic investigation process that aims to understand social phenomena in depth and naturally. Data from the study is used as a reference in designing the storyboard properly. The results of the design are in the form of a storyboard from the 2D animation "Geometri Jiwa".

Keywords: Storyboard, 2D Animation, Identity Crisis, Teenagers