

**FINAL PROJECT**

**DESIGN OF 2D ANIMATION THEMED “HOMECOMING”  
FOR MIGRANTS THROUGH THE METAPHOR APPROACH  
OF THE SEA TURTLE MIGRATION**

To Fulfill Partial Requirements for Obtaining a Bachelor’s Degree (S-1)



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2025/2026**

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I declare that in this scientific document of final project there is no part of another scientific work that has been submitted to obtain an academic degree at a higher education institution, and there is also no work or opinion that has been written or published by another person/institution, except those that are writtenly cited in this document and stated in full in the bibliography.

And I declare that this scientific document is free from elements of plagiarism. If in the future there is an indication of plagiarism in this final project, I am willing to accept sanctions in accordance with applicable laws and regulation.

Thus, I make this statement letter truthfully without any coercion from anyone and to be used as it should be.

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## ABSTRACT

The phenomenon of internal migration in Indonesia is a common thing in society, where millions of productive age migrants move somewhere in search of economic opportunities, experience and independence. This process involves survival in a new environment, cultural and emotional adaptation that will cause a reinterpretation of home/place of origin when returning home caused by nostalgia and reintegration stress. This study uses sea turtles as a homecoming metaphor for migrants, because the sea turtle natal homing reflects the struggle of migrants back and forth: leaving their place of origin, staying in their place of region, and returning with a new perspective. The urgency lies in increasing public awareness related to migration issues, where animation can be an educational tool, encouraging reflection on the meaning of home when returning to the place of origin (homecoming).

The methodology of this research uses a qualitative approach with a focus on primary and secondary data collection which is the basis for the design. Primary data were obtained through interviews with three groups of resource persons, namely productive-age migrants (for migration and homecoming experiences), psychologists (for migration and nostalgia analysis from the psychological side), and animators (for storytelling techniques and anthropomorphism). Meanwhile, secondary data is sourced from literature such as journals and books as well as mass media.

The results of the analysis show that there is an emotional ambivalence in migration, where migrants often feel homesickness, but also reintegration stress due to many differences and changes (hometown feels left behind in progress, culture shock or loss of old identity), with economic factors as the main driver. From psychologists, homecoming is integrated with a sense of belonging as a need for a sense of security, or acceptance. Meanwhile according to animators, anthropomorphic animation can be used to target adult audiences with a two-layered story meaning (simple for children, but profound for adults) with a customizable visual style and focus on one main message about homecoming represented by sea turtle natal homing.

The design of the 2D animation "Homecoming" visualizes the sociological experience of migrants through a visual metaphor approach of turtle migration that represents the emotional dynamics of migrants, ranging from the saturation of routines, fear of the risk of return, to the meaning of the home as a temporary shelter for self-recovery. Overall, this design emphasizes homecoming as a crucial cycle for migrants and distance is an important element that strengthen the feeling for one's hometown.

## FOREWORD

Praise and gratitude are offered to Almighty God for all His blessing and grace, which have enabled the author to complete the final project entitled “Design of 2D Animation Themed “Homecoming” for Migrants through The Metaphor Approach of The Sea Turtle Migration” successfully. This final project was prepared as one of the requirements for completing the Visual Communication Design study program at UPN Veteran East Java.

Throughout the process of completing this thesis, the author realized that this project could not have been accomplished without the support, guidance, and assistance of various parties. Therefore, the author would like to express sincere gratitude to:

1. Prof. Dr. Ir. Akhmad Fauzi, M.MT., IPU., as the rector of Universitas Pembangunan Nasional “Veteran Jawa Timur
2. Ibu Sholichin, S.T., M.T., as the Dean of the Faculty of Architecture and Design
3. Masnuna, S.T., M. Sn., as the Coordinator of the Visual Communication Design Study Program and as the Second Supervisor, for her guidance, direction, and continuous support.
4. Widyasari, S.T., M.T., as the First Supervisor, for her patient, expert guidance, and insightful correction throughout the revisions process.
5. All lecturers of the Visual Communication Design Study, who have shared their knowledge and experience during the author’s years of study.
6. The migrant informants who participated in this study, for their willingness to share their life stories and emotional experiences regarding migration and homecoming.
7. Khadijah Amaliah S.Psi., M.Psi., as the psychologist, for providing professional insight into the emotional aspects and the psychological meaning of homecoming for migrants in this research.
8. Rahadyo Widyastomo, as the author internship mentor and animator, for his expert validation, suggestions, and technical guidance during the animation design process.
9. By beloved parents, my father (Mr. Juntak) and my mother (Mrs. Manalu), who have always supported me through their prayers, endless care, and both moral and financial support. Thank you for always providing the best for me.
10. My dear friends, Ajo Prindavan (Sensiliana, Restu, Tere, and Joy), who always been there through conversation and shared stories, even though we are separated by distance

and islands. A special thanks to Joy for providing valuable feedback on the animation from an audience's perspective.

11. Kopi Kenangan, for being my “silent witnesses” and providing the caffeine, sugar, and comfortable spaces needed to pull through long hours of brainstorming and animating.
12. All parties whose names cannot be mentioned individually, thank you for your help and support throughout this design process.
13. Last but not least, I would like to express the deepest gratitude to myself. Thank you for not giving up when the rendering felt endless and the ideas felt stuck. Thank you for your resilience, for waking up every day and choosing to finish what you started, and for surviving the emotional high and lows of this journey. I am incredibly proud of your hard work and how far you have come.

The author realizes that this thesis still contains shortcomings and far from perfect. Therefore, the author is open to constructive criticism and suggestions for the improvement and development of future research and creative works. The author hopes that this thesis can provide benefits both as an academic reference and as a contribution to the development of animation works themed around homecoming and migrant experiences.

Surabaya, 12 May 2026

Author  
(Natasya Aisa Simanjuntak)

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