

FINAL PROJECT

**DESIGNING AN EDUCATIONAL ANIMATION ON THE DANGERS OF ONLINE
GAMBLING FOR AGES 18-25 YEARS**

To meet the requirements for completing the Final Project (Strata-1)



By:

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**STUDY PROGRAM OF VISUAL COMMUNICATION DESIGN
FACULTY OF ARCHITECTURE AND DESIGN
UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR
2025/2026**

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APPROVAL PAGE

**DESIGNING AN EDUCATIONAL ANIMATION ON THE DANGERS OF
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On the date: April 20, 2026

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**DESIGNING AN EDUCATIONAL ANIMATION ON THE DANGERS OF ONLINE
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PLAGIARISM FREE STATEMENT LETTER

I, the undersigned:

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I declare that in this scientific document of Final Project, there is no parts of other scientific works 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/Institutions, 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 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 regulations.

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

Surabaya, April 28, 2026



Who Made the Statement

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ABSTRACT

The development of technology in today's rapidly advanced era provides various conveniences in human life. Advanced technology provides easier access for people to get information and communication. However, the good development of technology also brings various kinds of adverse impacts such as online gambling.

Online gambling has become a very worrying phenomenon in Indonesia. According to data taken from the Financial Transaction Reporting and Analysis Center or PPATK, it is recorded that online gambling players in Indonesia have 4,000,000 people with 23% of them or a total of approximately 960,000 people with an age range of 10 to 30 years. The rise of online gambling in Indonesia also has a bad influence on the collapse of the economy and the morale of the nation's children.

Many young people who have fallen into online gambling admit that they initially had a sense of curiosity and were driven by their perception of the ease of getting a lot of money quickly. They confess that they are unaware of how the online gambling system works and the impact it has on its users. The lack of information available about online gambling leaves many young people uneducated and choose to try it out on their own. Today's youth have a high attachment to technology. Therefore, the educational approach that is suitable for them is to utilize technological advances as an educational medium packaged in the form of videos.

An animated video with a storyline that explains a person's journey in getting to know online gambling to the impact it has will be a medium for delivering innovative education for young people. With supportive visuals along with narration audio that explains the storyline of the animated video, the audience will be able to better capture the message conveyed.

Keyword : Educational Animation, Online Gambling, Technology

FOREWORD

Praise and gratitude to God Almighty for His grace and wisdom to me so that the research and design of the final project with the title "Designing Educational Animation on the Dangers of Online Gambling for Ages 18-25" can be completed.

This design was made with the aim of meeting the prerequisites for obtaining a Bachelor's degree (S1) in the Visual Communication Design education program, Faculty of Architecture and Design, National Development University "Veteran" East Java.

The author would like to thank all parties who have helped the author in support, guidance, and prayers. Therefore, the author would like to thank the following:

1. Lord Jesus Christ for all blessings and conveniences.
2. The author's parents whom I love and are proud of, Kristian Adi Rimbawan and Dini Wirawati, for all the prayers and support given to the writer to the maximum.
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4. All lecturers of Visual Communication Design at the National Development University "Veteran" East Java, who have provided knowledge for the author.
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6. Friends of the author who help to be the target of the interview and assist the author in data collection.
7. DKV's comrades in law at UPN "Veteran" East Java for all their enthusiasm and hard work during the lecture period.

The author is aware that this design is still imperfect and has many flaws, therefore helpful advice and criticism are highly expected. Hopefully this design can provide benefits for all of us.

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