

CHAPTER V

CONCLUSION

5.1 Conclusion

This final project raised the theme of designing animated videos as an innovative and interesting form of education about the dangers *of online gambling* with a target audience of the younger generation, especially in the age range of 18 to 25 years. Animated videos designed with a pixel art-style visual approach represent a sense of relevance to the younger generation who like to play digital games or *video games*. Animated videos are also designed using storylines that explain the flow of a person in knowing, using and feeling the impact of online gambling. This design also contains audio aspects in the form of sound effects and also narratives that help the audience to be able to absorb the content of the story better and effectively.

5.2 Suggestions

Based on the results of the design of an animated video entitled "Jalan Pintas" as a medium for delivering education about the dangers *of online gambling* for the younger generation with an age range of 18 to 25 years, there are several suggestions that can be considered for further development:

1. Collaboration with Government or Institutions

For the effective and credible dissemination of information, collaboration with institutions related to *handling online gambling* is needed. With collaboration, the dissemination of education will be more structured and on target so that the impact that can be produced will be maximized.

2. Improved Content Accessibility

It is necessary to consider the delivery of education by paying more attention to various groups with different backgrounds so that educational information can be conveyed clearly. For example, by providing a direct narrator during the educational delivery activity who can explain in more detail and pay attention to every question that will be raised by the audience.