

**UNIVERSITAS INTERNASIONAL BATAM**

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Skripsi Sarjana  
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**DESIGNING A TWO DIMENSION VIDEO ANIMATION  
TRADITIONAL STORIES MALIN KUNDANG USING  
TOON BOOM HARMONY APPLICATION**

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**Abstract**

There are not many instructional media in schools that focusses on Indonesian folklore, this project aims to design a 2D animation video about Malin Kundang with the MDLC (Multimedia Development Life Cycle) method and uses the Toon Boom application, which then can be used by teachers as an instructional media for students at school. The final result of this project is a 5 minutes and 20 seconds video, and after interviewing a few teachers, the video's feedback is that it is effective to be used as an instructional media.

**Keywords** : *Multimedia, Animation video, Multimedia Development Life Cycle, Toon Boom Harmony, Instructional media.*