

UNIVERSITAS INTERNASIONAL BATAM

Faculty of Computer Science
Information Systems Study Program
Year 2020

Designing Learning Media About Air Pollution With 2D Animation

Kenzy Laurence
1631057

ABSTRACT

Learning Media is an intermediary tool between teachers and students in the learning process. Its can be boosted using smartphone to promote ease of use. Usage of learning media can be implemented in science subject, or in this case specific on air pollution. The purpose of this research is to convey information about air pollution in a more interesting manner using animation. We use MDLC (Multimedia Development Life Cycle) method to develop the application and animation. The development tool that we used are Unity engine and Adobe After Effect. The main output of this research is .apk file format that can be installed on smartphones with the Android Operating System at least version 4.0 and above. The outcome of the test conducted by researchers are applications that are designed to facilitate the learning process and increase knowledge on air pollution.

Keywords: learning media, animation, air pollution, mdlc, unity engine, adobe after effect, android.