PERANCANGAN MEDIA SOSIALISASI TANGGAP BENCANA
KAB. SEMARANG BERBASIS ANIMASI 2D

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Indonesia is an area prone to the occurrence of disasters, this can be caused by natural factors and human factors. Disasters that occur often cause the impact of material loss as well as loss of life. To minimize the losses from the occurrence of disasters it is necessary socialization of the community together in response to a threatening disaster. Therefore, this research will discuss about the design of socialization media of disaster response for the people of District Semarang based on 2D animation. The object of this research is the Regional Disaster Management Agency of District Semarang. This research uses qualitative methods and linear strategy, which contains the design of animation from the beginning to the final form of 2D animation video as a medium of disaster response socialization. The result is a disaster response socialization media presented in a 2D animation that contains information related to signs, prevention, and disaster management.

Keywords: Video, Animation, Socialization, Disaster, BPBD Kabupaten Semarang.