

ABSTRACT

The experimental film “LOGIN OUT” is a work of art that raises the issue of online game addiction and the psychological and social impacts it causes in the digital era. This film was inspired by the personal experience of the author's brother who became addicted to games as a form of escape after being bullied at school. Through an experimental approach, visual exploration, and symbolic narrative, this film utilizes the medium of color, image composition, and cinematographic elements to represent the emotions and inner conflicts experienced by the main character. An innovative approach is also applied through the use of two monitors that present two different endings, namely recovery and being trapped in the digital world. This strategy provides an interactive experience for the audience while also being a form of social criticism of bullying behavior and an effort to raise awareness of the importance of maintaining mental health. This work aims to convey an educational message about the dangers of online game addiction, encourage reflection on the relationship between humans and technology in the digital era, and highlight the phenomenon of addiction that is increasingly relevant and complex in the lives of modern society today.

Keywords: Addiction, Digitalization, Experimental Film