

ABSTRACT

Identity Crisis among adolescents is often triggered by social pressures from family, school environment, and digital media. These pressures can lead teenagers to lose their sense of self, and in more severe cases, may result in mental health issues such as depression, anxiety, and even suicidal thoughts. In Bandung City, cases of mental health disorders among teenagers significantly increased in 2023, with identity crisis frequently identified as a contributing factor. The core problem addressed in this study is the lack of adequate representation of identity crisis issues in media consumed by teenagers, which often makes them feel isolated in their struggles. To respond to this issue, this study presents the Character Design Development for a 2D Animation titled “*Geometri Jiwa*” as a psychological reflection medium for adolescents experiencing identity crises in Bandung. The three main characters Sigit, Egi, and Linka are designed to represent identity crises shaped by different sources of social pressure. This research uses a Mixed Method Exploratory Sequential Design, involving data collection through interviews, comparative analysis of similar works, literature studies, and questionnaires. The final output of this study is a set of character designs that visually and communicatively reflect the psychological reality of today’s youth.

Keywords: Character Design, Animation, Identity Crisis, Mental Health, Adolescents