

## ***ABSTRACT***

*Online gambling is an increasing concern as teenagers easily access online gambling sites through their phones without adult supervision and the transition from playing online games can also increase their interest in online gambling. This phenomenon has not only extended in big cities, but has also penetrated in the Banyumas region. Although the government has expressed concerns, there has been no effective campaign on the dangers of online gambling. By therefore, it is important to raise adolescents' awareness about the risks of online gambling through the utilization of motion graphics through the utilization of motion graphics video media. This research is descriptive qualitative research that produces motion graphics video as the main media. This video contains information and the impact of the dangers of online gambling to educate teenagers ages 15-24 years old, as well as supporting media in the form of Instagram thumbnails, posters, filters Instagram games, t-shirts, portable booths, tumblers, and tote bags to help disseminate the information.*

*Keywords: Online Gambling, Motion Graphics, Teenagers*