

ABSTRACT

The low perception and behavior of adolescent consumption of regional food can result in the lack of knowledge of adolescents about the culinary of their area. This phenomenon also occurs in Wonosobo Regency, which is one of the poorest areas in Central Java Province, even though the district has a high number of tourists. One of the reasons for the lack of interest of teenagers to learn the culinary of their area is due to the lack of approach through learning media that is appropriate for their age, where most teenagers in Wonosobo Regency like animation compared to other media. Therefore, the author is interested in creating a learning media in the form of a 2D animation of culinary typical of Wonosobo Regency based on mobile along with its application to supporting media. With the hope of increasing the love and knowledge of teenagers in Wonosobo Regency towards the culinary of their area. This research is a qualitative descriptive research that utilizes qualitative data and then described descriptively. The results of this study are in the form of a mobile application called Jelajah Rasa Wonosobo which contains historical animated videos and how to make typical culinary of Wonosobo Regency, namely Mie Ongklok, Sagon, and Opak Kalibeber which is equipped with a summary of how to make it.

Keywords: regional culinary, teenagers, animation