

Producing a 2D animated series to answer some "why" questions.

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Abstract: In the modern context, the use of 2D animation to convey information in a vivid and easy-to-understand manner is increasingly emphasized. This topic focuses on building a series of 2D animated films to answer 'why' questions related to daily practices, with the goal of providing a unique and engaging educational solution for both children and adults. The research method combines educational psychology theory and experimentation to determine appropriate content. The expected result is a highly applicable series of 2D animated films, contributing to promoting understanding and interest in social issues through a creative approach.

Keywords: 2D animated film, creative education, educational psychology