

ABSTRACT

Rudolf Dekha Silaen (16102031), 2021 - APPLICATION FOR INTRODUCTION TO CENTRAL JAVA CULTURE USING ANDROID BASED VIRTUAL REALITY

The cause of the decline in Indonesian culture is due to the people's awareness of local culture, the lack of communication about the culture and people's culture which has an impact on Indonesian teenagers who lose their identity as Indonesians who adhere to Indonesian culture. Foreign cultures are more attractive and modern, and this also results in Indonesian adolescents not having their own culture. Many schools also have limited funds to go to museums or cultural performances, especially schools that are far from the city. Therefore, an Android-based application of Central Javanese culture introduction using Virtual Reality is needed. This study describes the method of designing and making applications for the introduction of Central Javanese culture for the people of Central Java and schools by utilizing the results of technological developments, namely Virtual Reality. The field of Virtual Reality education can be used as a learning medium to make it more attractive. This Virtual Reality technology can be applied in regional cultural learning applications, one of which is the introduction of Central Javanese culture. The use of Virtual Reality technology, in order to display objects in the form of musical instruments, traditional clothes, traditional houses, paintings and weapons in 3D (dimensions) which provide more information and knowledge. In designing this cultural learning application using Unity, Blender, and SketchUp. The application development model applies the waterfall model where this method pays close attention to the design of the analysis, design, implementation and testing. Testing of this application is carried out using usability testing with respondents drawn based on purposive sampling technique and using a questionnaire from Google Form with a Likert scale. The results of research based on the basis of usability testing can be ignored that the application is easy to use and is user friendly, then the application helps people to get to know Central Javanese culture in an interesting and interactive way, and makes learning Central Javanese culture

easier. Keywords: Virtual Reality, Unity, Culture, Blender, SketchUp, Waterfall.