ABSTRACT

In Indonesia, the number of stroke cases each year is estimated to reach 500,000 among the population. Among them, 2.5% of affected patients are reported to succumb to the disease, while the rest experience varying degrees of mild or severe disabilities. The most appropriate prevention for the impact of these disabilities necessitates medical rehabilitation. In its development, two commonly used methods for rehabilitation are conventional rehabilitation and rehabilitation using virtual reality technology. Rehabilitation using virtual reality represents one of the technological advancements in the field of healthcare, where virtual reality is aided by Google VR devices. The results of beta testing using the System Usability Scale (SUS) questionnaire on 31 respondents yielded a score of 68. This indicates that the application falls under the Marginal (High) category, Grade D, and OK. Therefore, it can be concluded that this application is considered acceptable for use, but it requires further development and improvement.

Key Words – *Stroke*, *Virtual Reality*, *Google VR*, *System Usability Scale* (SUS)