

## DAFTAR ISI

|                                       |               |
|---------------------------------------|---------------|
| <b>KATA PENGANTAR .....</b>           | <b>i</b>      |
| <b>DAFTAR ISI .....</b>               | <b>iv</b>     |
| <b>DAFTAR TABEL .....</b>             | <b>vii</b>    |
| <b>DAFTAR GAMBAR .....</b>            | <b>ix</b>     |
| <b>BAB I PENDAHULUAN .....</b>        | <b>I - 1</b>  |
| 1.1. Latar Belakang .....             | I - 1         |
| 1.2. Rumusan Masalah .....            | I - 3         |
| 1.3. Batasan Masalah .....            | I - 3         |
| 1.4. Tujuan Penelitian .....          | I - 4         |
| 1.5. Manfaat Penelitian .....         | I - 4         |
| 1.6. Metodologi Penelitian .....      | I - 7         |
| 1.7. Sistematika Penelitian.....      | I - 8         |
| <b>BAB II LANDASAN TEORI .....</b>    | <b>II - 1</b> |
| 2.1 Virtual Reality .....             | II - 1        |
| 2.2 Video 360.....                    | II - 2        |
| 2.3.1 Unity 3D.....                   | II - 2        |
| 2.3.2 Finalcut Pro .....              | II - 3        |
| 2.3 <i>Metode Luther Sutopo</i> ..... | II - 7        |
| 2.4 <i>Black-box Testing</i> .....    | II - 8        |
| 2.5 <i>White Box Testing</i> .....    | II - 8        |
| 2.6 Penelitian Terdahulu .....        | II - 13       |

|  |   |                |
|--|---|----------------|
| 2.7  | Penelitian Terkait .....                                    | II - 15        |
| <b>BAB III METODOLOGI PENELITIAN .....</b> |   | <b>III - 1</b> |
| 3.1  | Metodologi Penelitian .....                                 | III - 1        |
| 3.1.1                                      | Pengumpulan Data .....                                      | III - 2        |
| 3.1.2                                      | Pengembangan Sistem .....                                   | III - 9        |
| <b>BAB IV HASIL DAN PEMBAHASAN .....</b>   |   | <b>IV - 1</b>  |
| 4.1  | Hasil Pengumpulan Data .....                                | IV - 1         |
| 4.1.1                                      | Observasi ( <i>Observation</i> ) .....                      | IV - 1         |
| 4.1.2                                      | Wawancara ( <i>Interview</i> ) .....                        | IV - 2         |
| 4.1.3                                      | Studi Pustaka ( <i>Literature Review</i> ) .....            | IV - 3         |
| 4.2  | Hasil Pengembangan Sistem .....                             | IV - 3         |
| 4.2.1                                      | Fase Konsep ( <i>Concept</i> ) .....                        | IV - 6         |
| 4.2.2                                      | Fase Perancangan ( <i>Planning</i> ) .....                  | IV - 16        |
| 4.2.3                                      | Fase Pengumpulan Bahan ( <i>Material Collecting</i> ) ..... | IV - 20        |
| 4.2.4                                      | Fase Pembuatan ( <i>Assembly</i> ) .....                    | IV - 26        |
| 4.2.5                                      | Fase Pengujian ( <i>Testing</i> ) .....                     | IV - 27        |
| 4.2.6                                      | Fase Distribusi ( <i>Distribution</i> ) .....               | IV - 33        |
| 4.3  | Penarikan Kesimpulan .....                                  | IV - 34        |
| 4.3.1                                      | <i>Virtual World</i> .....                                  | IV - 34        |
| 4.3.2                                      | <i>Immersion</i> .....                                      | IV - 34        |
| 4.3.3                                      | <i>Sensory Feedback</i> .....                               | IV - 35        |
| 4.3.4                                      | <i>Interactivity</i> .....                                  | IV - 35        |

|   |                           |              |
|---|---------------------------|--------------|
| 4.4                                     | Evaluasi .....            | IV - 36      |
| 4.4.1                                   | Kelebihan Aplikasi .....  | IV - 36      |
| 4.4.2                                   | Kekurangan Aplikasi ..... | IV - 36      |
| <b>BAB V KESIMPULAN DAN SARAN .....</b> |                           | <b>V - 1</b> |
| 5.1                                     | Kesimpulan .....          | V - 1        |
| 5.2                                     | Saran .....               | V - 1        |
| <b>DAFTAR PUSTAKA .....</b>             |                           | <b>x</b>     |
| <b>DAFTAR LAMPIRAN .....</b>            |                           | <b>xiv</b>   |