ABSTRACT

Research on Siliwangi University virtual tours already exists. Locations that are still limited and features that still need to be added are problems that must be solved for research to be carried out. Information at each intersection is also needed to reduce the risk of misdirection. This study aims to develop a virtual reality-based campus introduction application by adding new features, making information pop-ups at every intersection in a virtual reality-based campus introduction application to reduce the risk of going wrong to a place when new students go to Siliwangi University and testing applications with a System approach. Usability Scale (SUS). The software engineering method used is Luther's version of the multimedia development method, namely Multimedia Development Life Cycle (MDLC). Based on Blackbox testing, each functionality runs as it should and the results of beta testing using the System Usability Scale (SUS) approach with an average score of 72.5 which means that the application is included in the "Acceptable" acceptability ranges, which means it is accepted, is included in the C grade scale and includes into the adjective ratings "Good" which means good.

Keywords: *Campus Introduction, Image 360º, Virtual Reality*

ABSTRAK

Penelitian mengenai *virtual tour* Universitas Siliwangi sudah ada sebelumnya. Lokasi yang masih terbatas dan fitur yang masih perlu ditambahkan menjadi masalah yang harus diselesaikan untuk penelitian yang akan dilakukan. Informasi di setiap persimpangan juga dibutuhkan untuk mengurangi resiko kesalahan arah tuju. Penelitian ini bertujuan untuk mengembangkan aplikasi pengenalan kampus berbasis *virtual reality* dengan menambahkan fitur baru, membuat *pop up* informasi disetiap persimpangan dalam aplikasi pengenalan kampus berbasis *virtual reality* untuk mengurangi resiko salah menuju suatu tempat ketika mahasiswa baru menuju tempat di Universitas Siliwangi dan menguji aplikasi dengan pendekatan *System Usability Scale (SUS)*. Metode rekayasa perangkat lunak yang digunakan yaitu metode pengembangan multimedia versi Luther yaitu *Multimedia Development Life Cycle (MDLC)*. Berdasarkan pengujian *Blackbox* setiap fungsionalitas berjalan sebagaimana mestinya dan hasil pengujian beta dengan menggunakan pendekatan *System Usability Scale (SUS)* dengan skor rata-rata 72,5 yang artinya aplikasi termasuk kedalam *acceptability ranges "Acceptable"* yang berarti diterima, termasuk kedalam *grade scale C* dan termasuk kedalam *adjective ratings "Good"* yang artinya baik.

Kata kunci: *Image 360º*, Pengenalan Kampus, *Virtual Reality*.