The design of learning media for Pangeran Diponegoro's virtual museum

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ABSTRACT

This research aims to develop 3-dimensional interactive media on Pangeran Diponegoro's virtual museum *based history learning* in Indonesian history learning. Media development is done by research and *development* (R&D) method. This research product is in the form of Historical *Interactive* Virtual *Reality (HIVR)* in Diponegoro lifes material. This research aims to create Virtual *Storyboard Reality* media complete with a user manual to improve the achievement of android-based learning that can be accessed by students and lecturers directly and at any time. Product validation methods by media experts and user tests. Cooperation involving PT. Techno Radiance Indonesia to support the operation of constructing media and providing facilities in product marketing. The research method uses the Game Development Life Cycle (GDLC) with the implementation of prototype models. The stage of research designed to be: 1) initiation; 2) pre-production; 3) production; 4) testing; 5) beta; and 6) release. The product specification is a prototype product based on virtual *reality* with an interactive media-based history museum. The product development results through the vista for *windows* 3D program show that this product can run on website *and* smartphone platforms.

Kata Kunci: *media, virtual museum, Pangeran Diponegoro's*