

VIRTUAL REALITY INDUSTRY PROTOTYPE BASED ON DIGITAL TOURISM FOR IMPROVING HISTORY AND TOURISM LITERACY

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ABSTRACT

VIRTUAL REALITY INDUSTRY PROTOTYPE BASED ON DIGITAL TOURISM FOR INCREASING HISTORY AND TOURISM LITERACY History learning media which is considered old-fashioned and boring makes Students become unmotivated in studying local Indonesian history. So as with the decline in public interest in local tourism in Yogyakarta. The aim of this study to develop Virtual Reality media based on Digital Tourism to improve historical and tourism literacy skills. Media development is carried out using methods research and development (R&D). The product of this research is Virtual Reality based Digital Tourism on the Yogyakarta Palace theme. The target of this research is the creation of media Virtual Reality based on Digital Tourism complete with user manual for improve literacy skills. The subject of product testing was carried out on study program students history (UNY), as well as tourism study program students (Stipram) with a total number of respondents of 400 student. Partner collaboration with CV. Mr. Pucung Studios to support operations constructing media and providing facilities in product marketing. Research achievements is to develop; designing Virtual Reality media based on Digital Tourism. Product testing by media experts and material experts. Testing is carried out to test feasibility of learning media to be implemented in undergraduate history study programs and S1 tourism study program. This stage is the stage that is currently being carried out Media development is the media design process. From Virtual Reality based media web that will be planted on the Android platform. The research stages are; 1) Implementation; is the stage of product use which is intended to test the product on students; 2) evaluate; is an assessment stage regarding each step and assessing the product produced according to specifications. This stage, Virtual Reality media is based on Digital Tourism which has been tested and declared worthy of implementation in history learning and tourism at UNY and Stipram. Media developed with the advantages of providing a real picture of infographics from the Yogyakarta Palace visualized using this media with more detail and realism in the form of 3-dimensional images and sound. The results show that: 1) the feasibility of the product is assessed by media experts developed to achieve a feasibility index with a value of 3.88 (feasible); 2) product feasibility on The expert assessment of the material developed reached a feasibility index with a value of 4.09 (worthy); 3) while the product evaluation results with user ratings were 4.24 (very worthy). So this 3D virtual reality product of Javanese cultural history is suitable for use and disseminated for learning and lecturing on the history of colonial Indonesia.

Kata Kunci: *virtual reality, digital tourism*